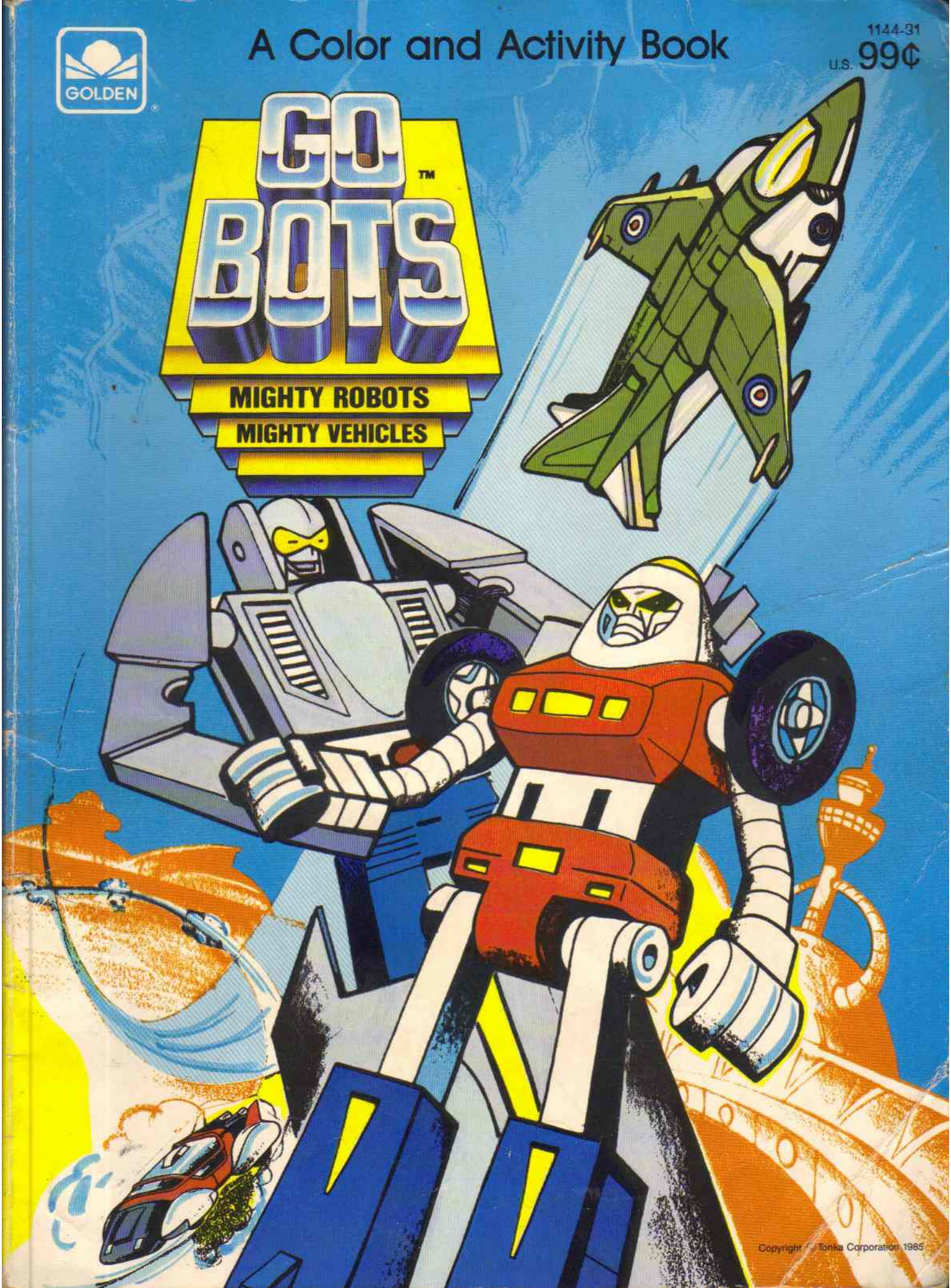
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MIGHTY VEHICLES
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A Color and Activity Book

GO BOTS™

MIGHTY ROBOTS
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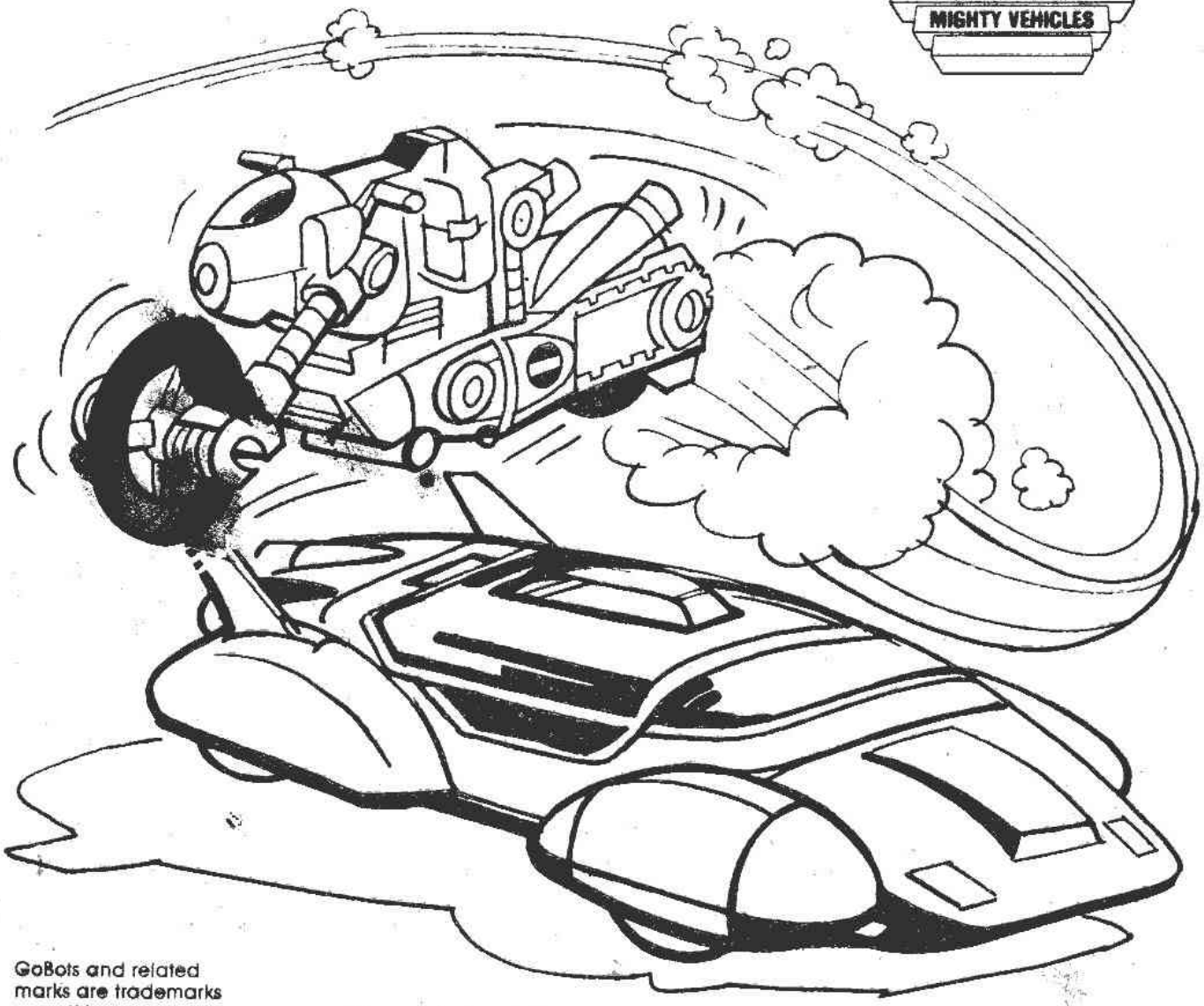

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GOLDEN

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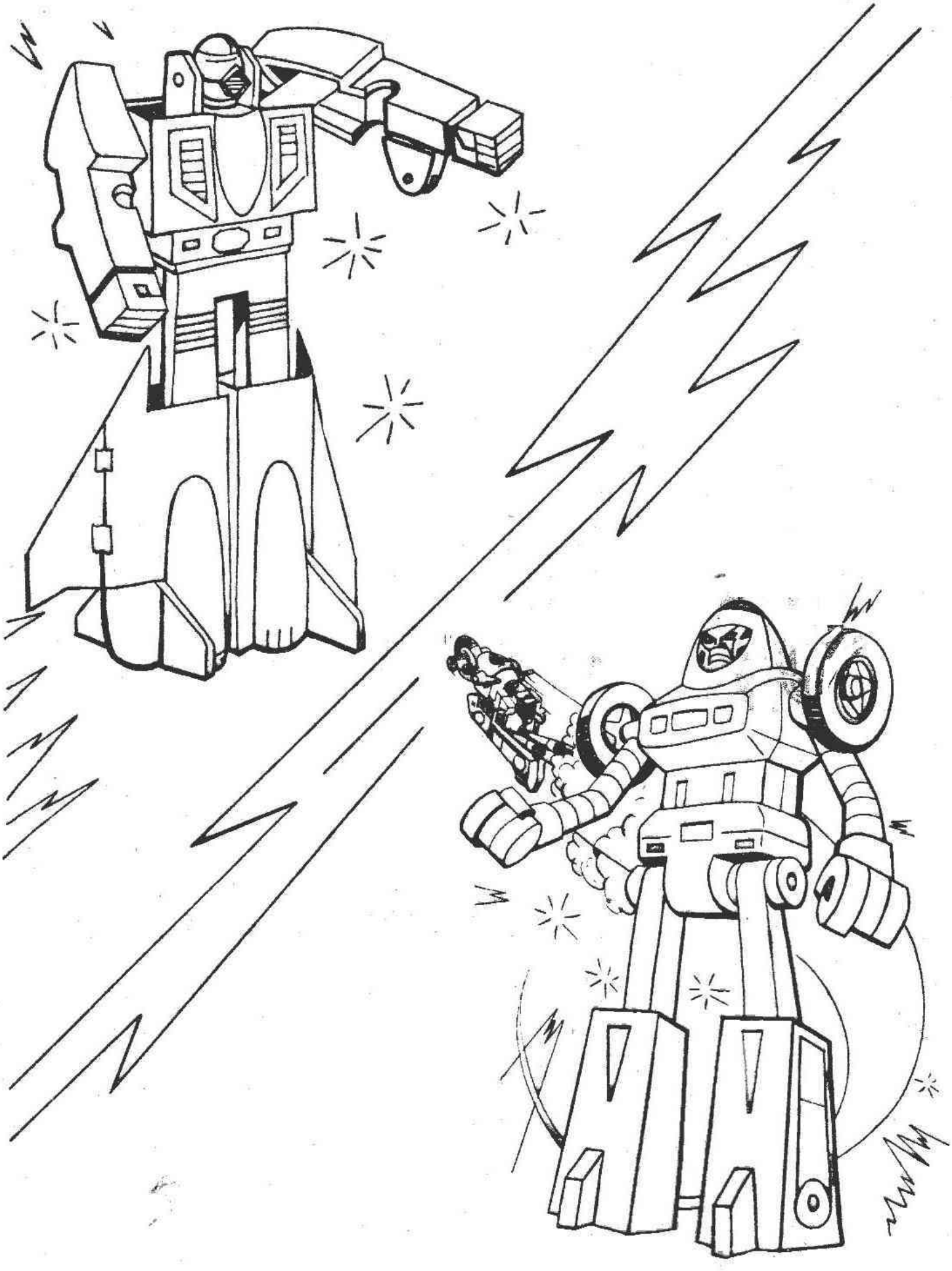
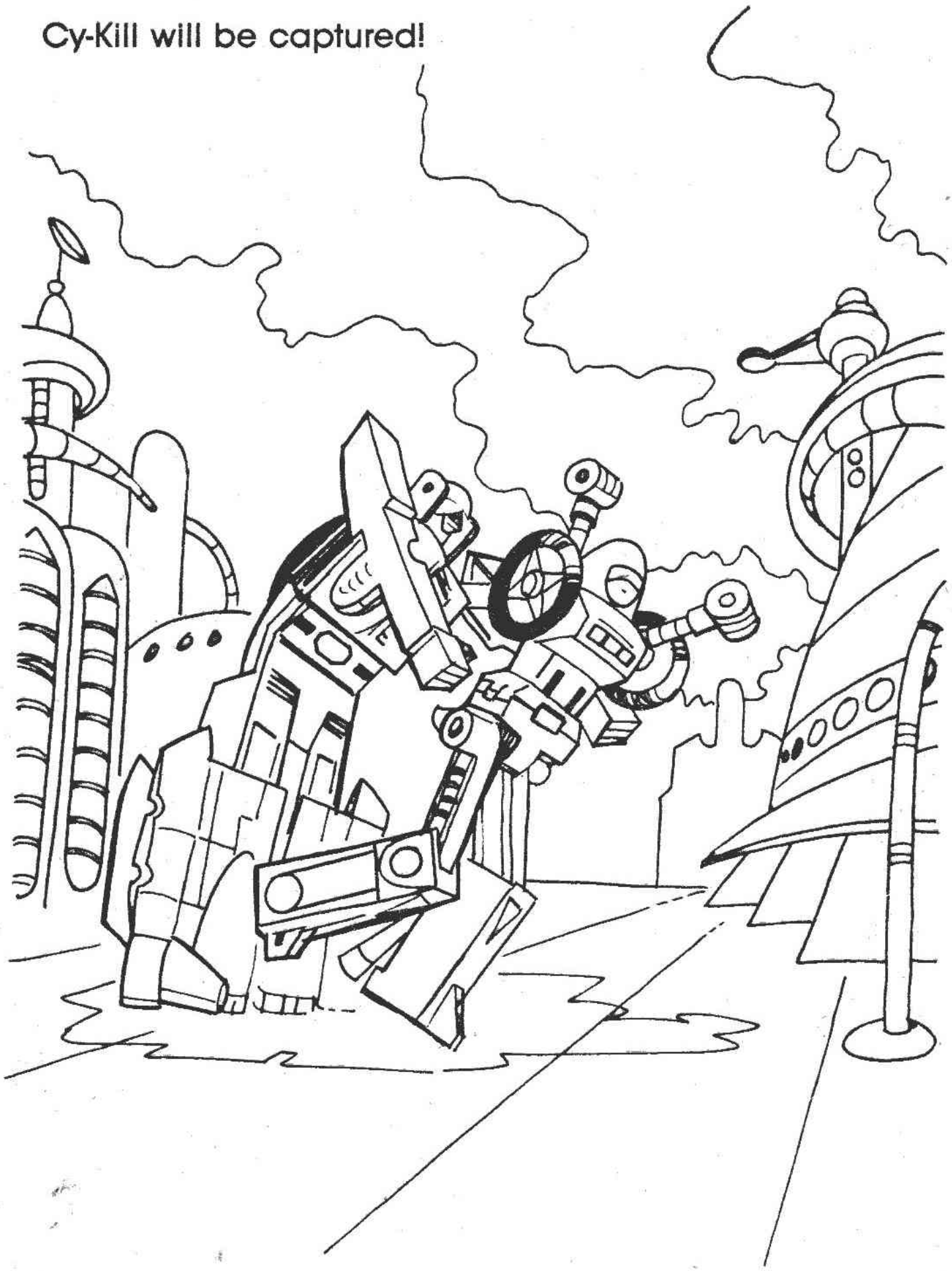
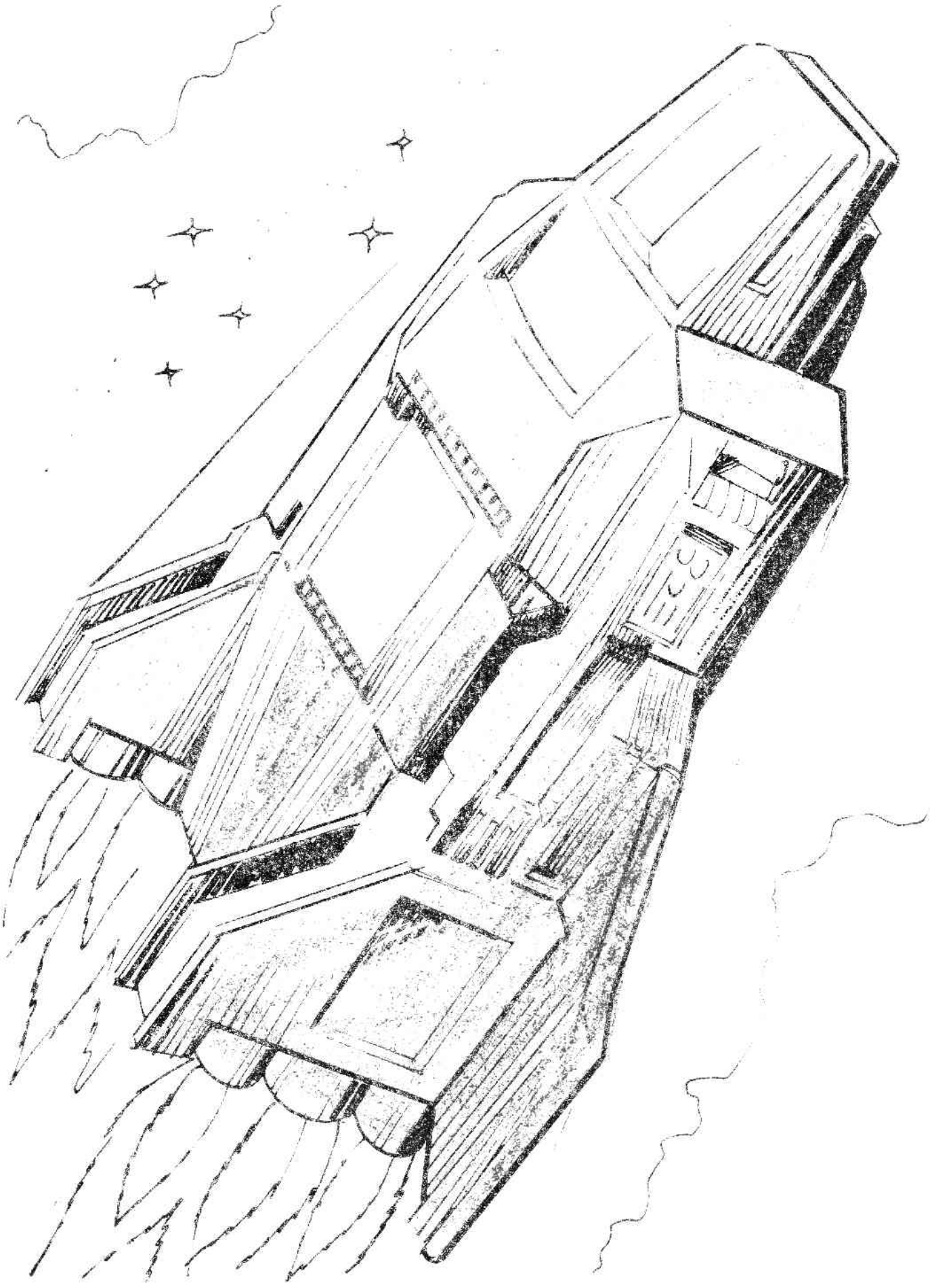


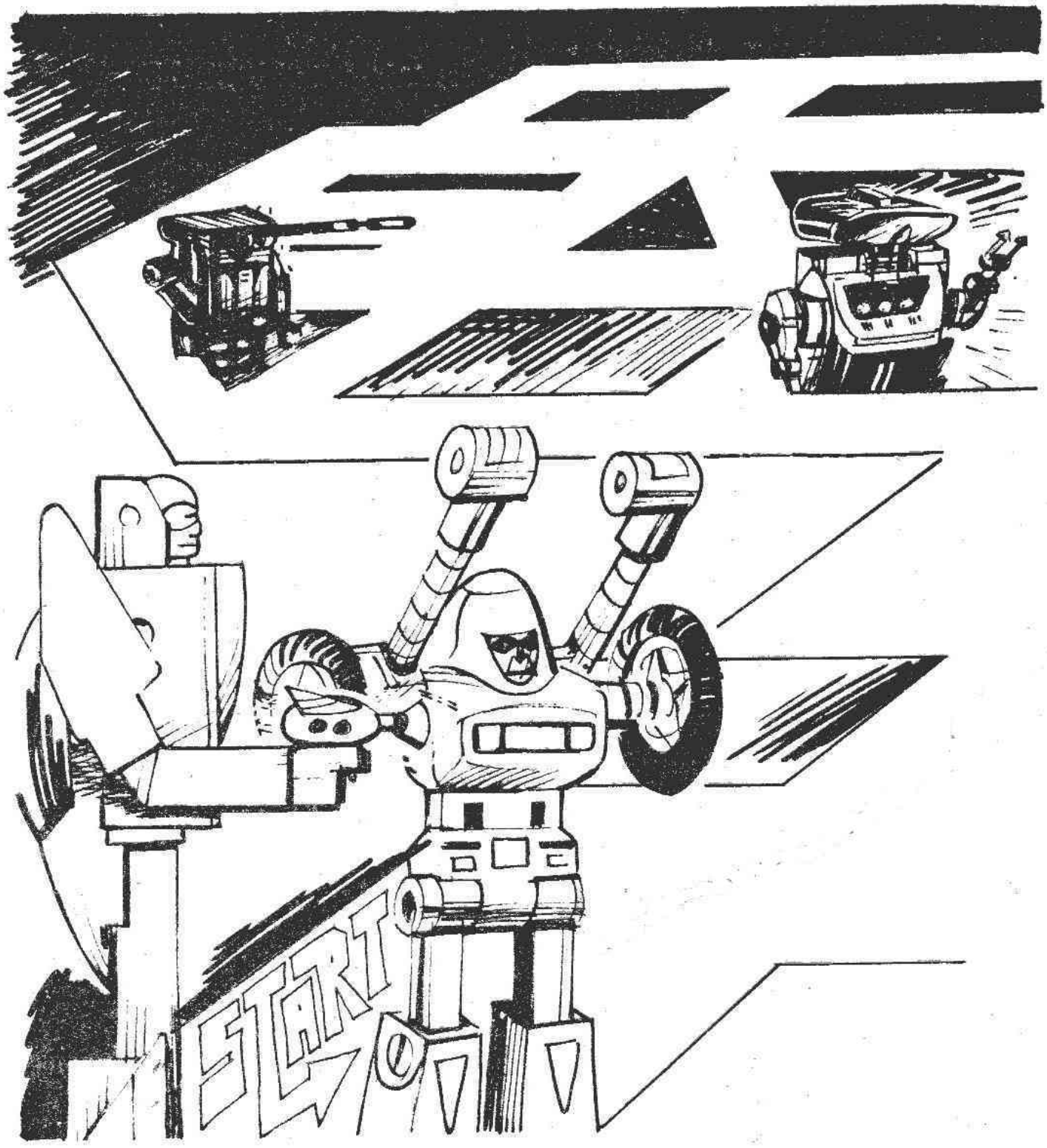
Cy-Kill will be captured!

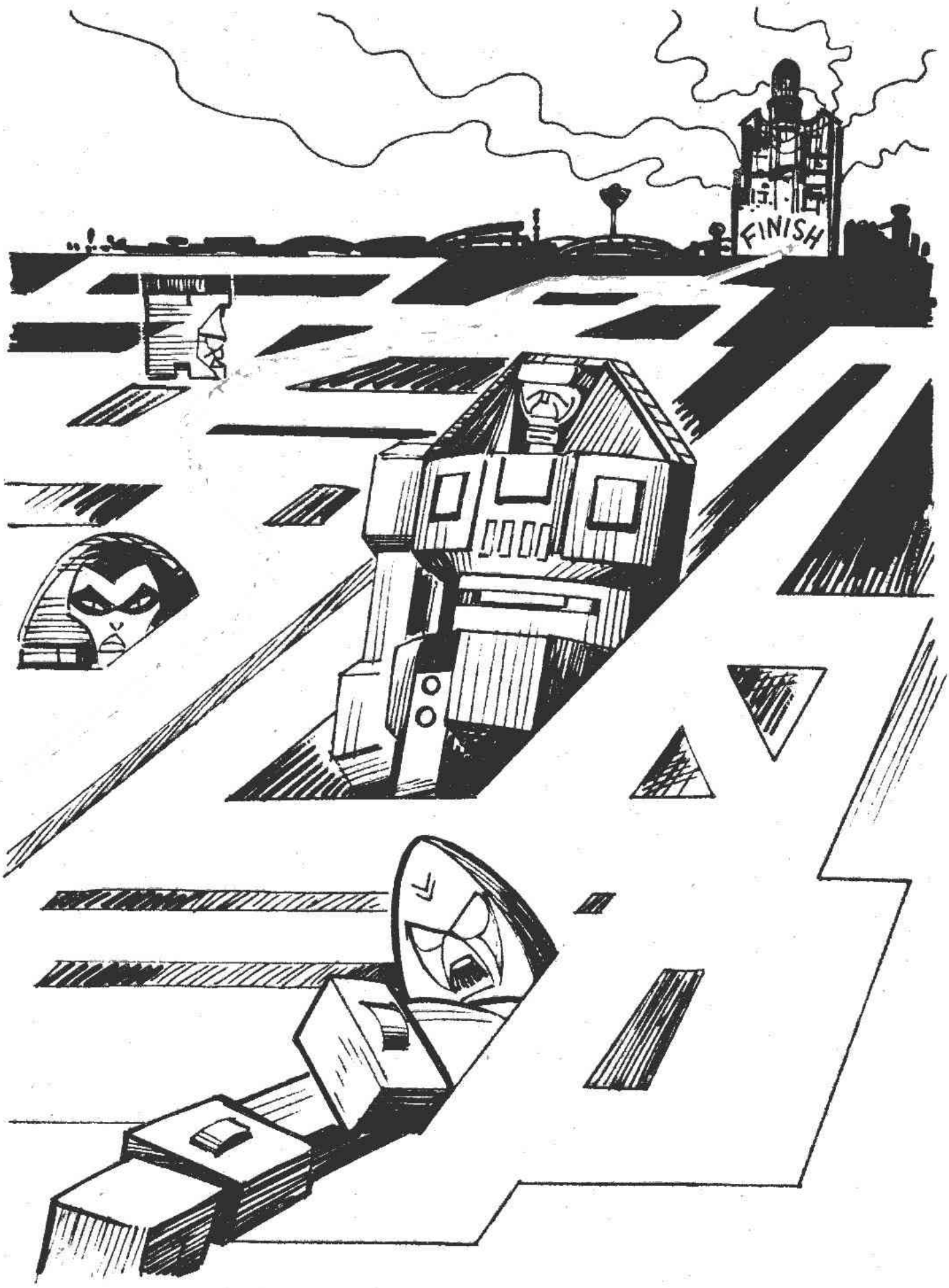




Leader-1, Lead the Way!

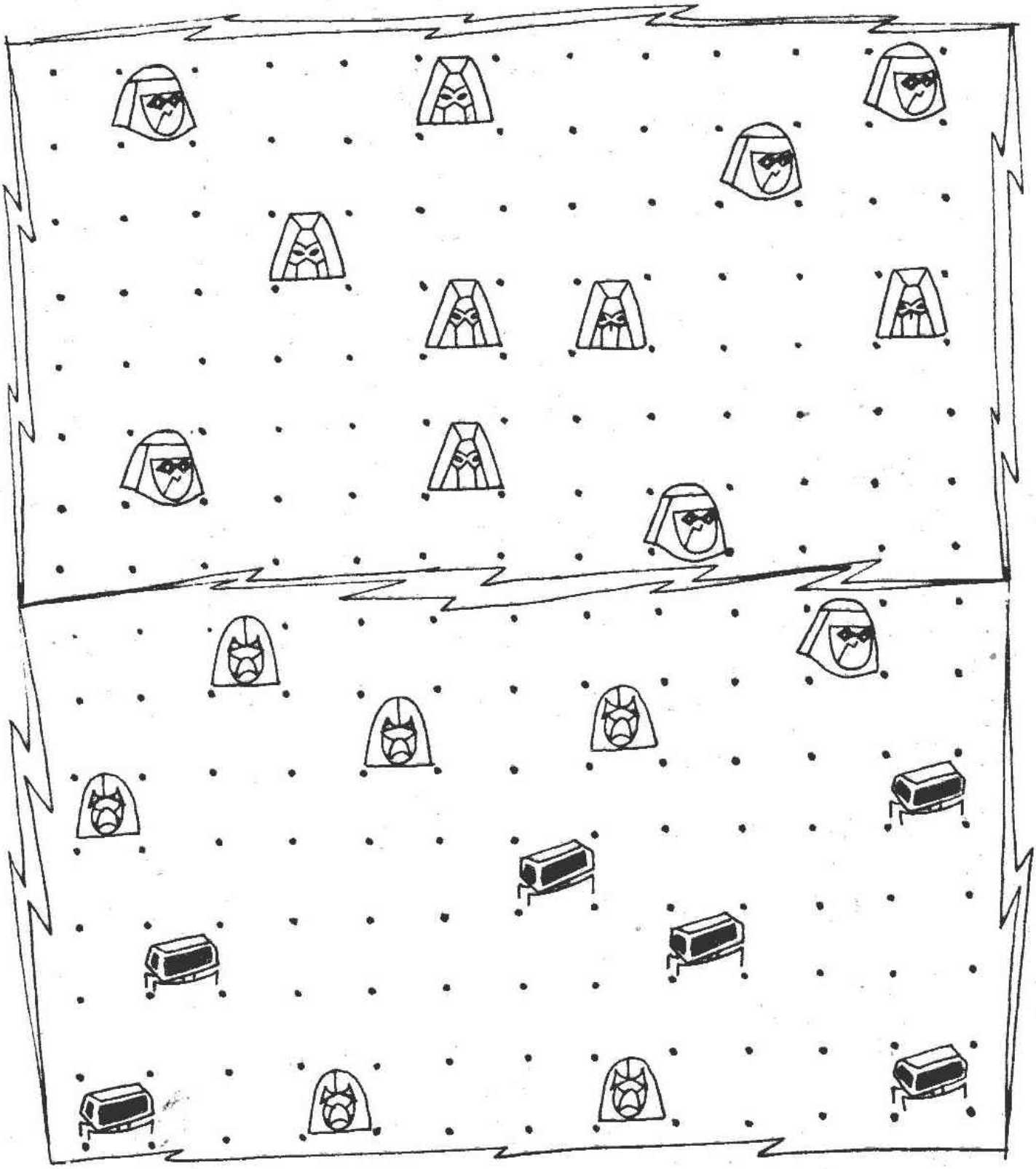
Leader-1 has captured Cy-Kill and is taking him to the Command Center. Can you help them get there? Follow the path. Watch out for Cky-Kill's friends!



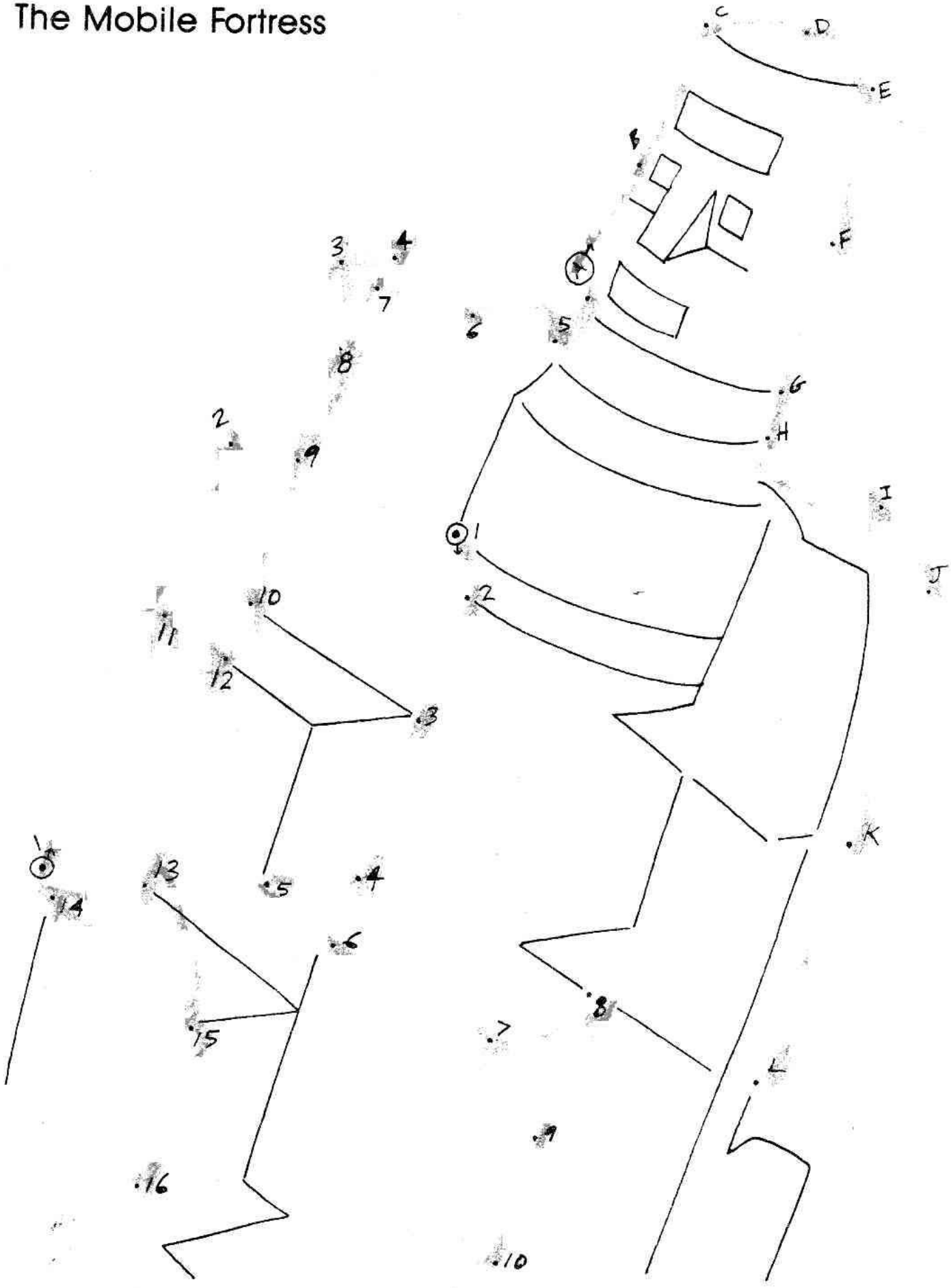

FINISH

Evil GoBots, Beware!

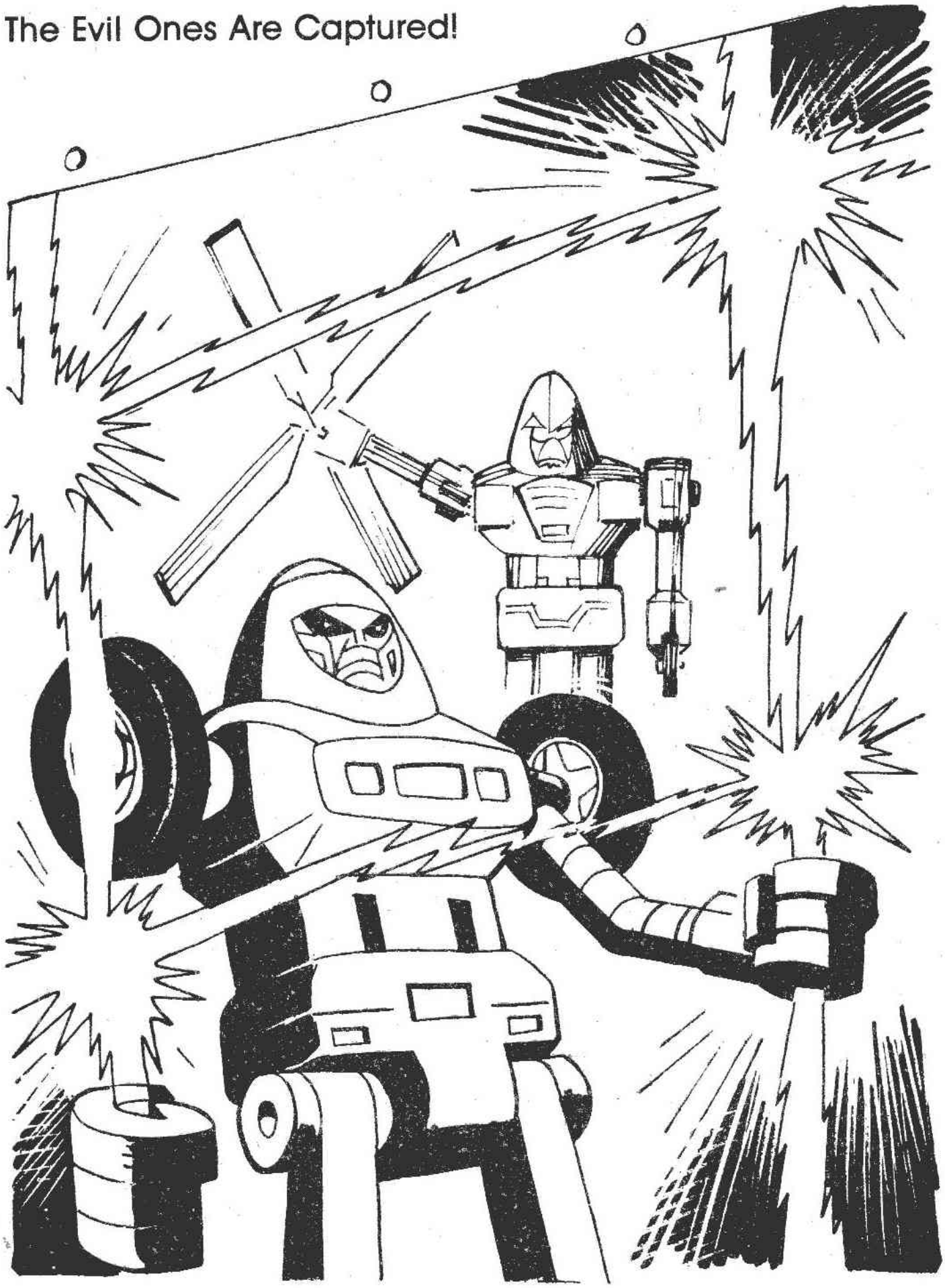
Any number of players can play this game. Players take turns drawing a straight line between two dots. As each player completes a square, he or she puts his or her initials in the square to claim it. Each square with a GoBot gives a player 2 points. An empty square loses 1 point. When all ot the squares are completed, the player with the highest score wins.



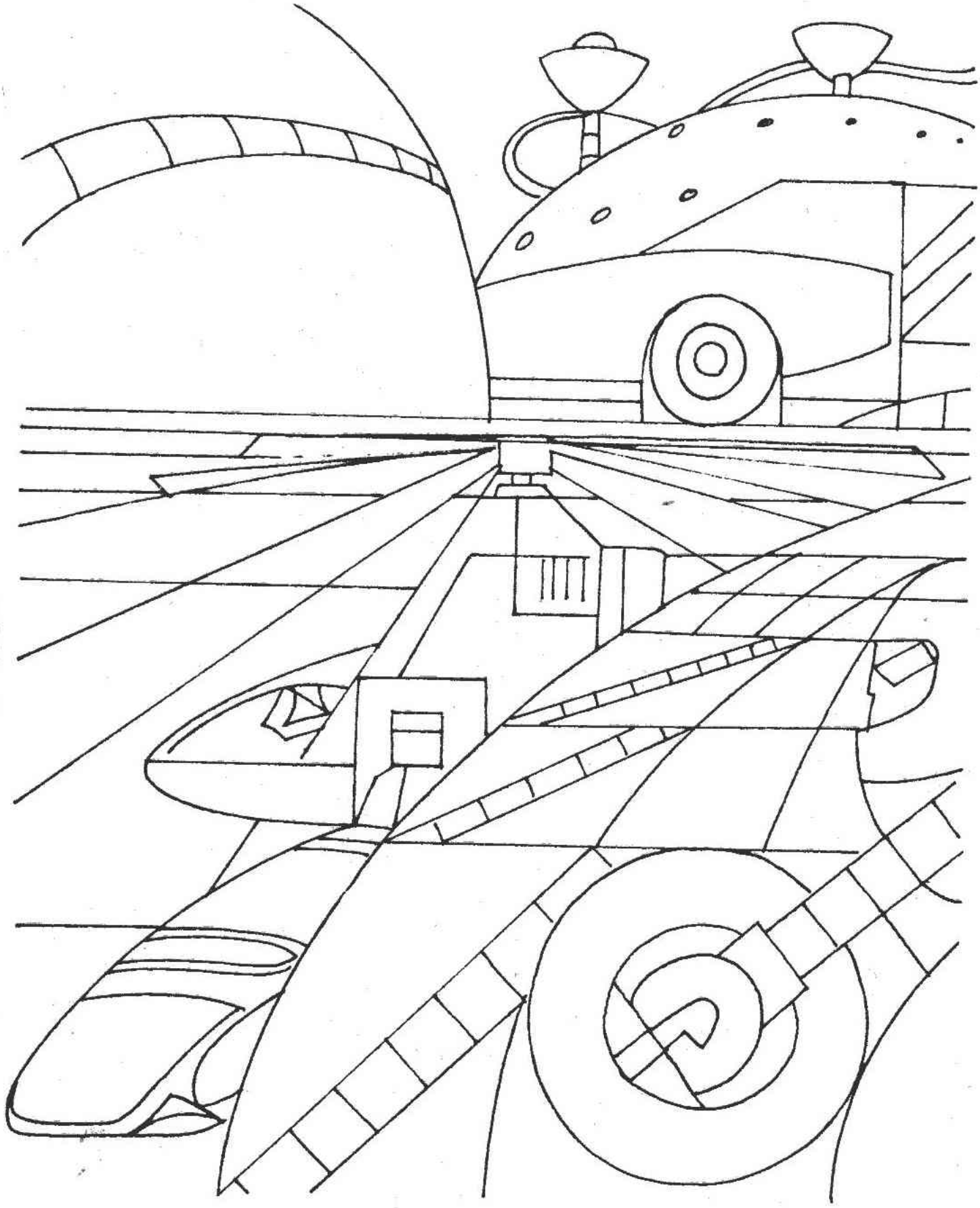
The Mobile Fortress

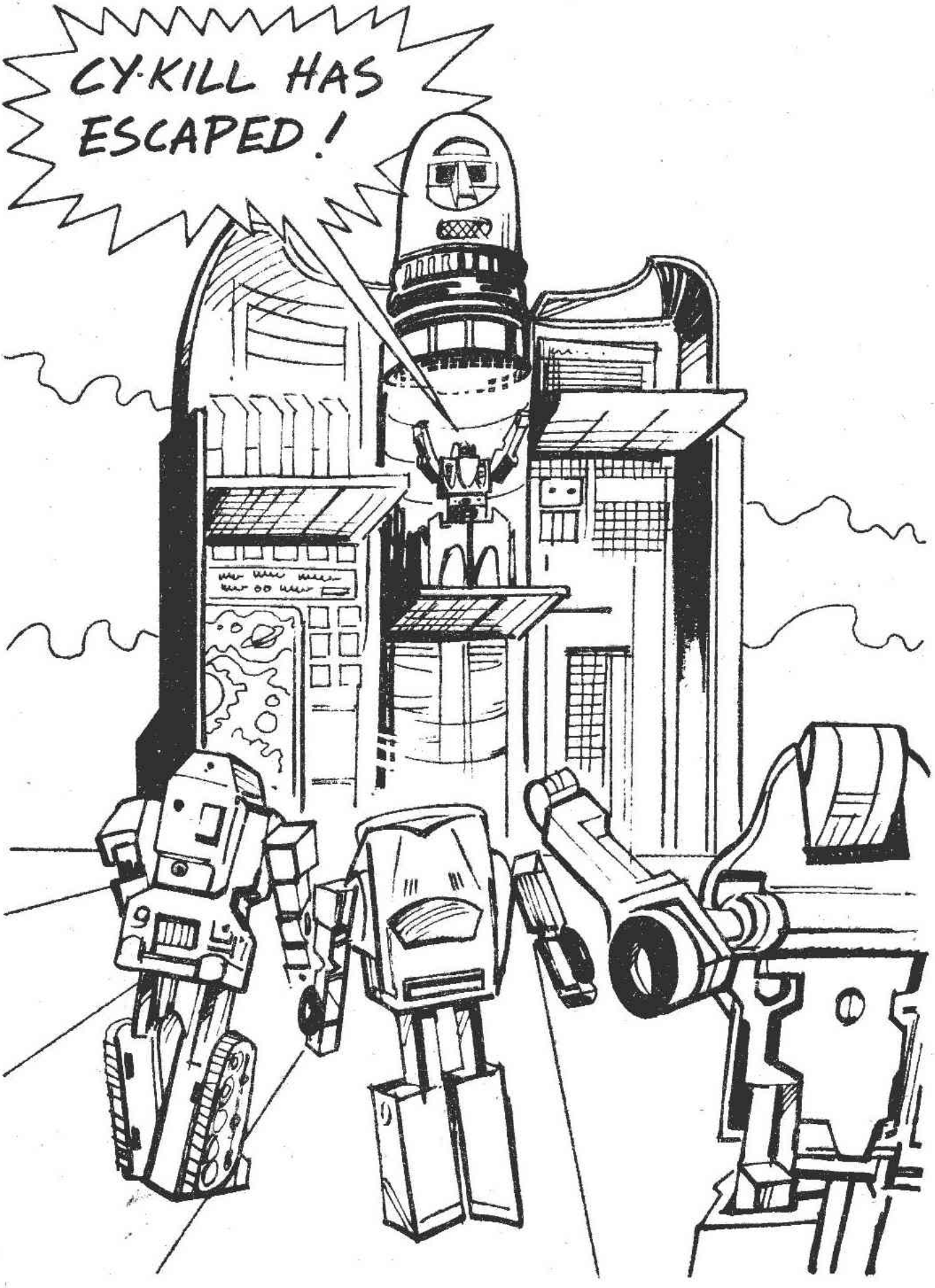


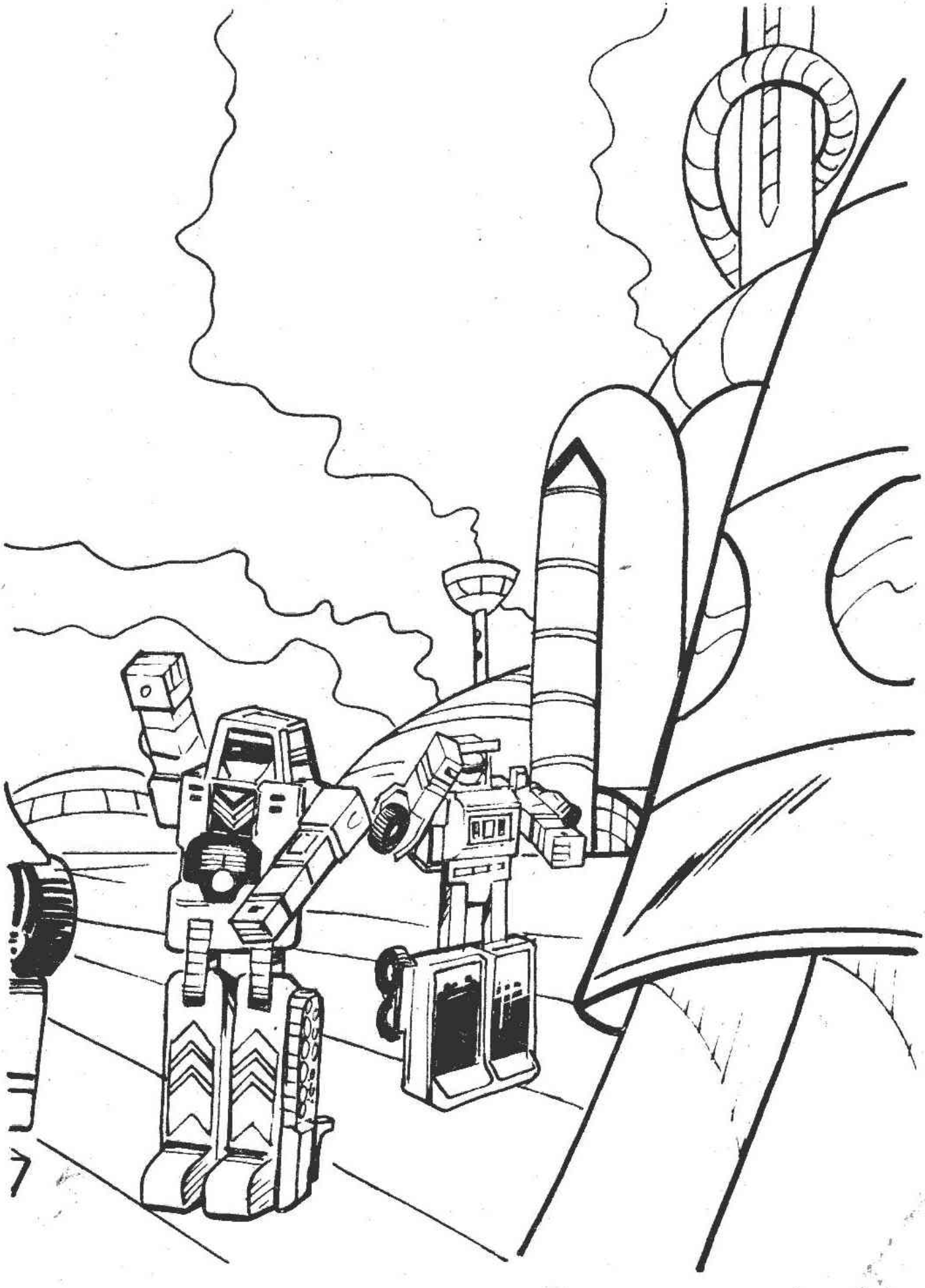
The Evil Ones Are Captured!

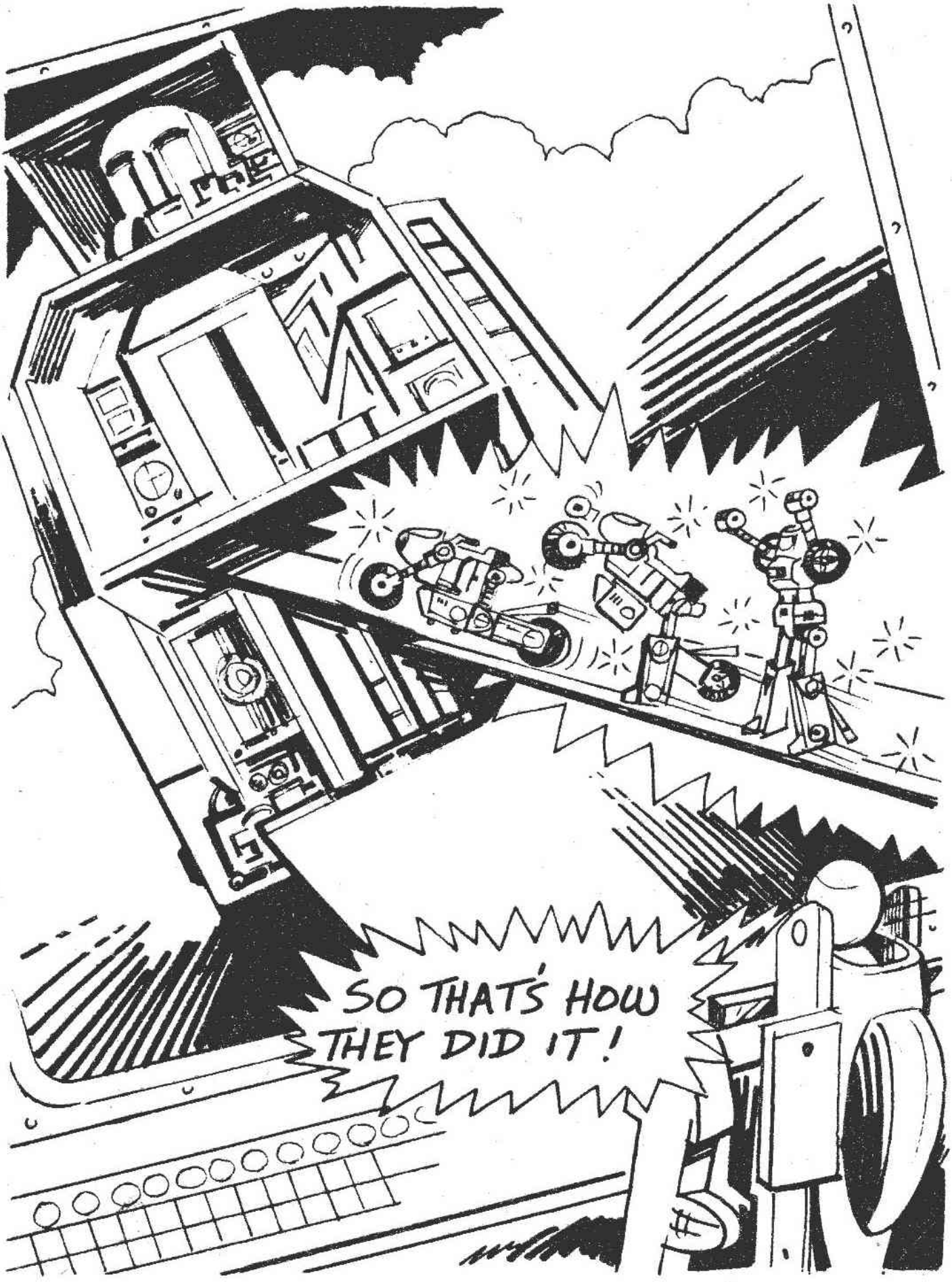


Cy-Kill, Cop-Tur, Crasher and Psycho have all turned into vehicles and escaped. Can you find them hiding in this picture?

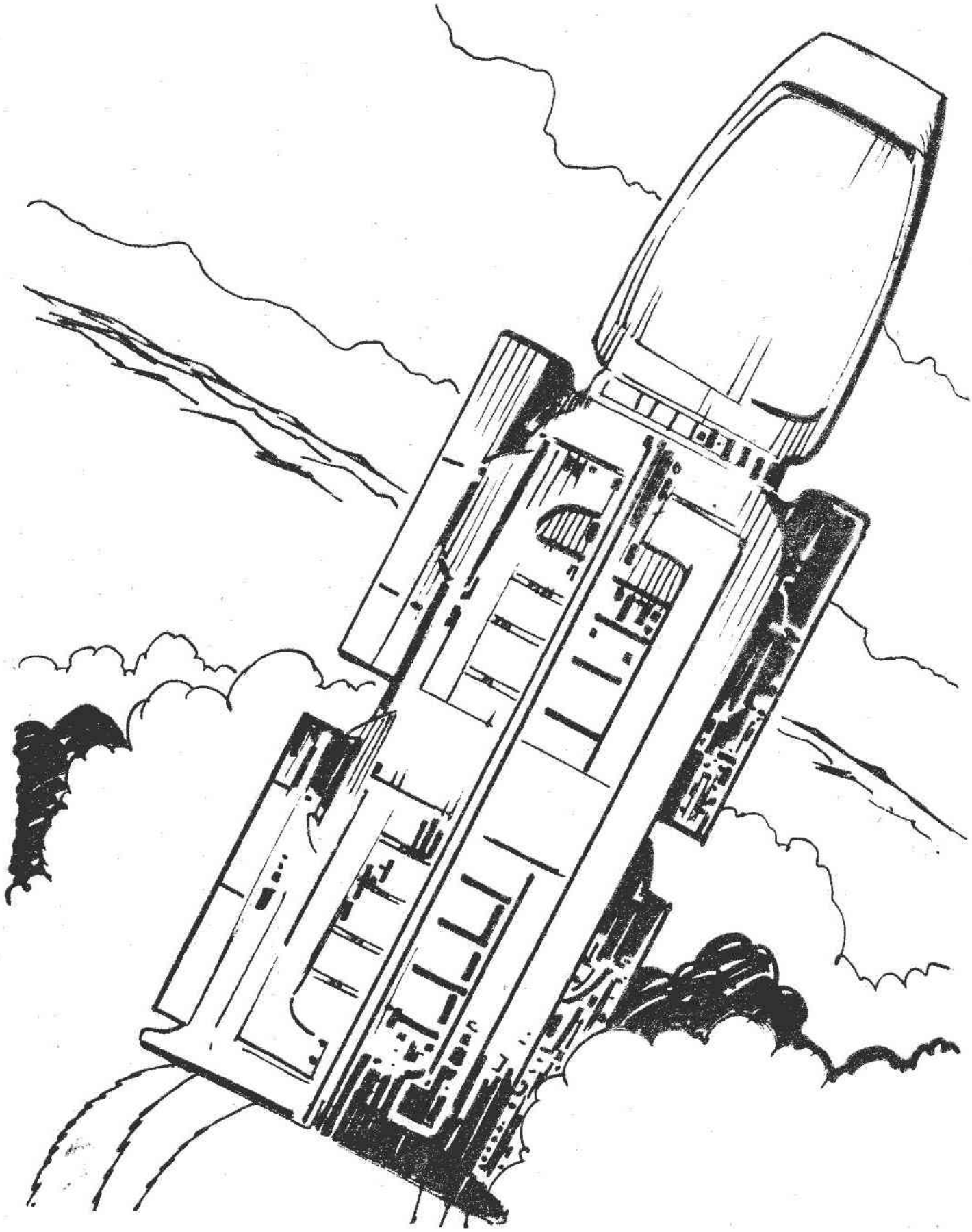



CY-KILL HAS ESCAPED!



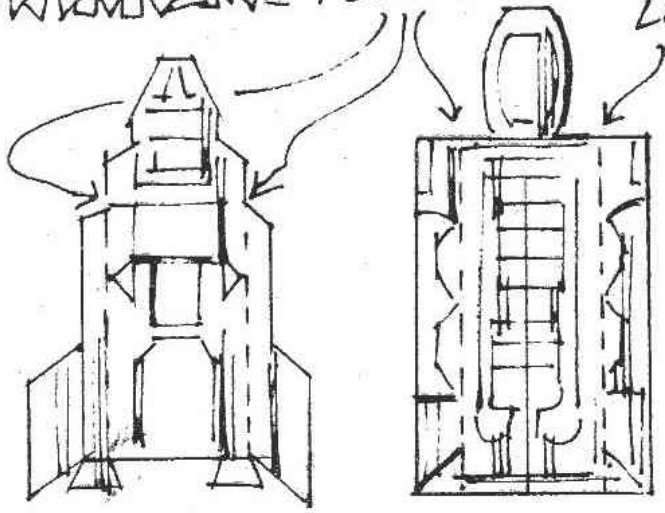

SO THAT'S HOW THEY DID IT!

Destination. . .Planet Earth

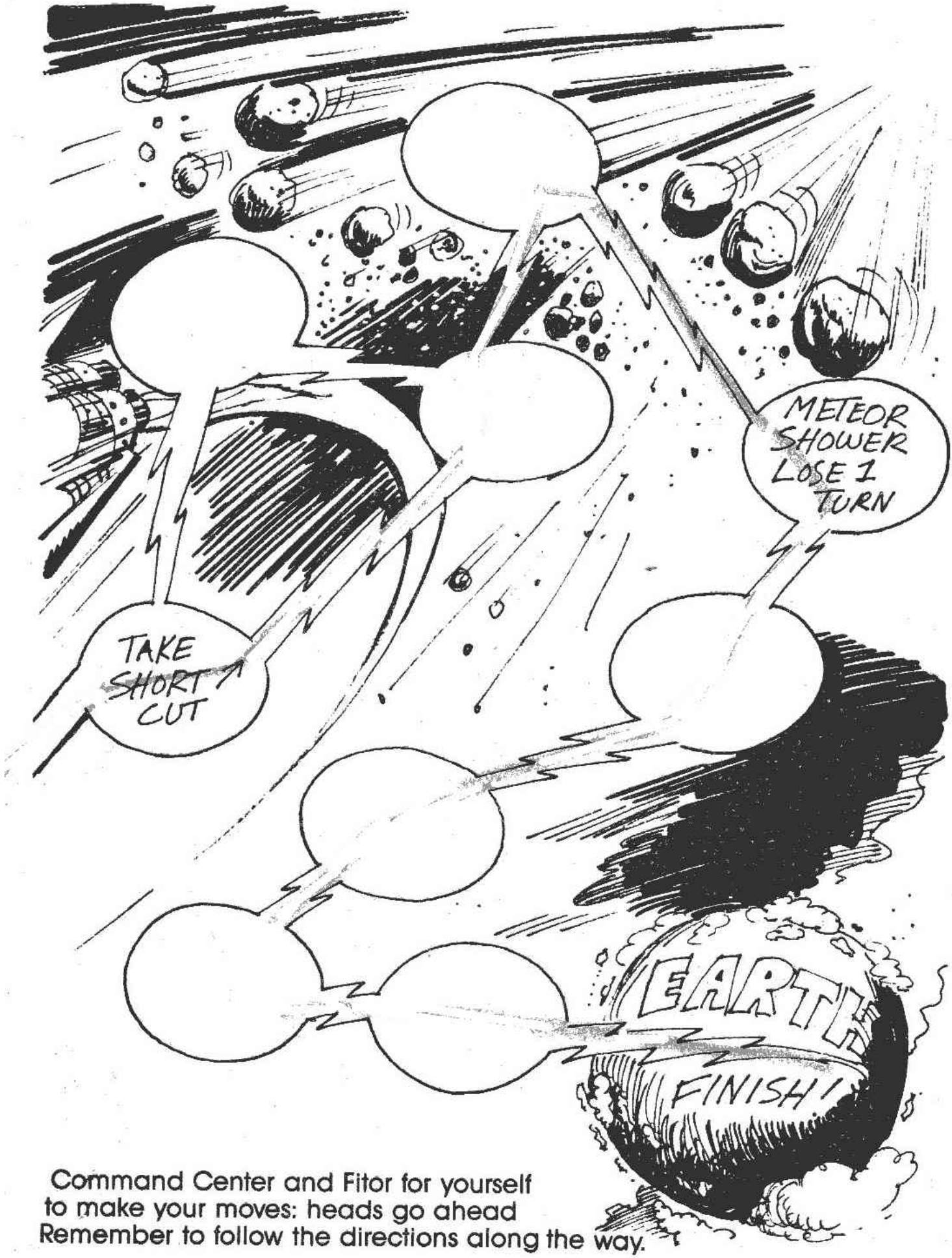


Race for Earth

MARKERS COLOR, CUT-OUT AND FOLD ON DOTTED LINES



Cut out the small markers of the and your opponent. Flip a coin one space, tails go ahead two.

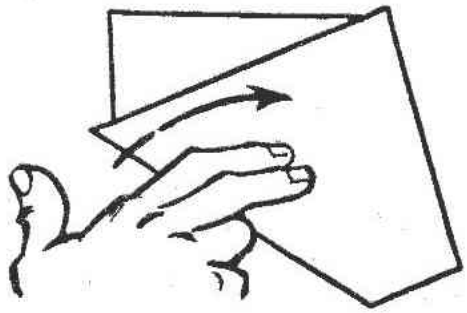


Command Center and Fitor for yourself
to make your moves: heads go ahead
Remember to follow the directions along the way.

UFO

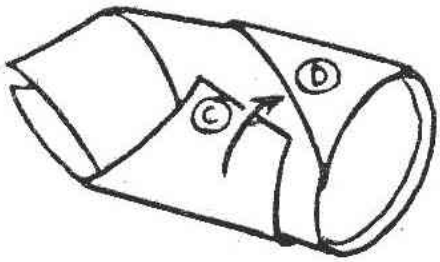
The Command Center sighted a UFO on its way to earth. You can make what it saw. Use the emblems at the bottom of the page to decorate your UFO. Color the pieces, cut them out and then paste them in place.

Directions for making your UFO: (opposite page)

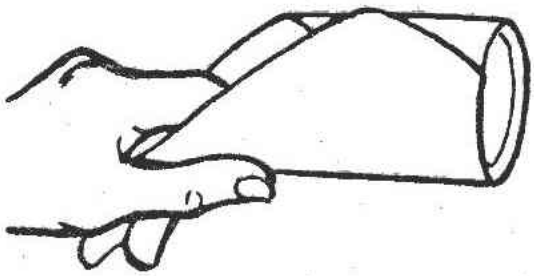


1. Remove page from book. Fold side **A** up along dotted line so that it covers side B. (Edge should match up with solid black line.)

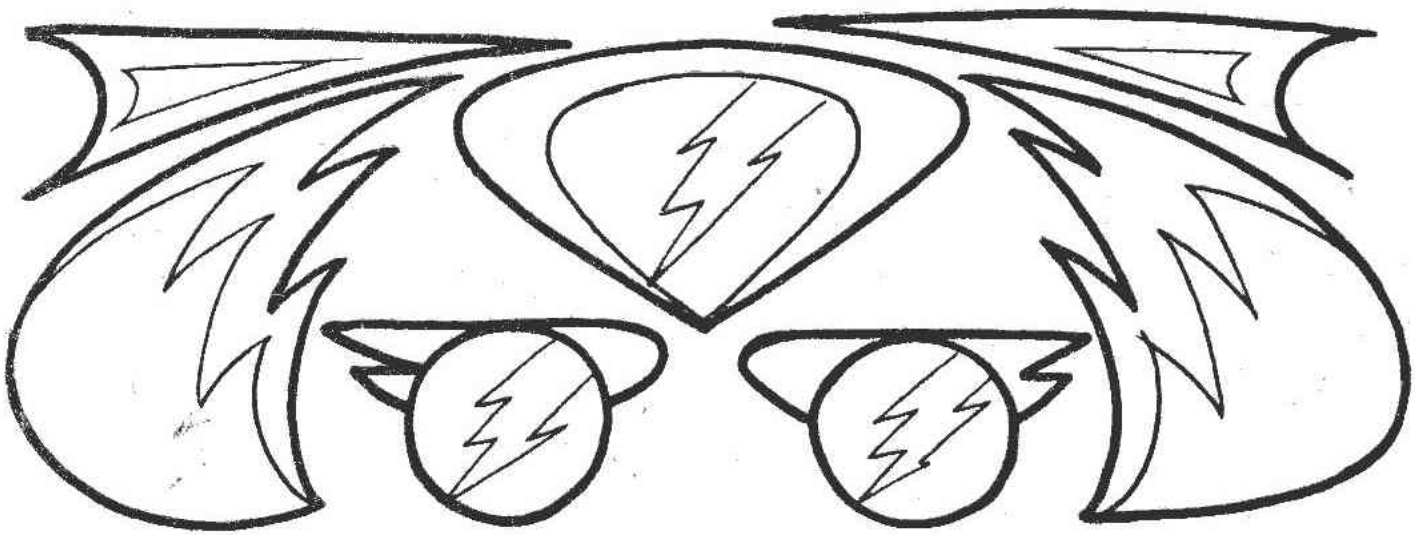
2. Holding paper by the crease, fold forward along each dotted line to make three folds. Each fold will be about ¼" wide.



3. Attach ends together by forming a circle. The ¼" folds should be on the inside.
4. Slip end C into pocket D and attach with tape.
5. Hold your UFO between your fingers with pointed side on the bottom as shown. Gently, in a downward motion, let it go!

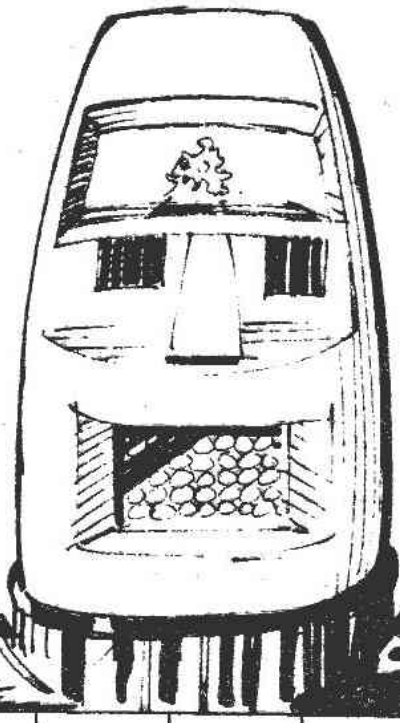


With practice, you can make your UFO turn corners, do flips, act like a boomerang and travel straight ahead!



A Computer Map

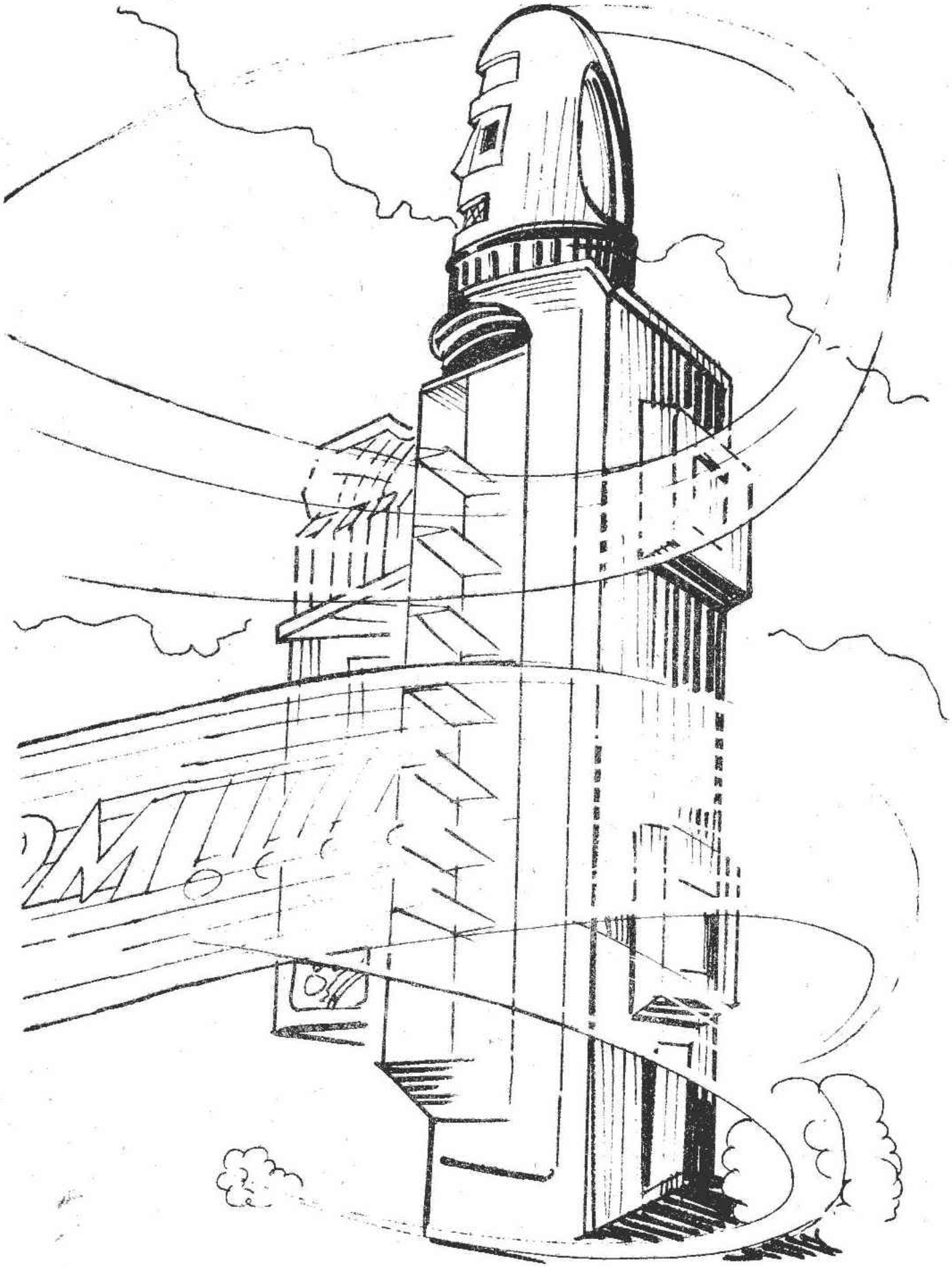
The computer in the Command Center plotted a secret coded map to lead the Friendly GoBots safely to earth. Look at the computer screen. Begin with 3. Move to the square where there are three more. Keep adding 3 and move from square to square to discover the secret route.



3	5	7	8	9	26	27	36
4	6	9	6	18	18	33	39
19	8	6	12	19	24	30	42
27	12	18	17	15	21	23	27
30	24	29	18	24	51	53	58
32	33	21	49	48	56	54	56
38	36	26	42	45	57	63	64
41	43	39	43	49	60	69	66

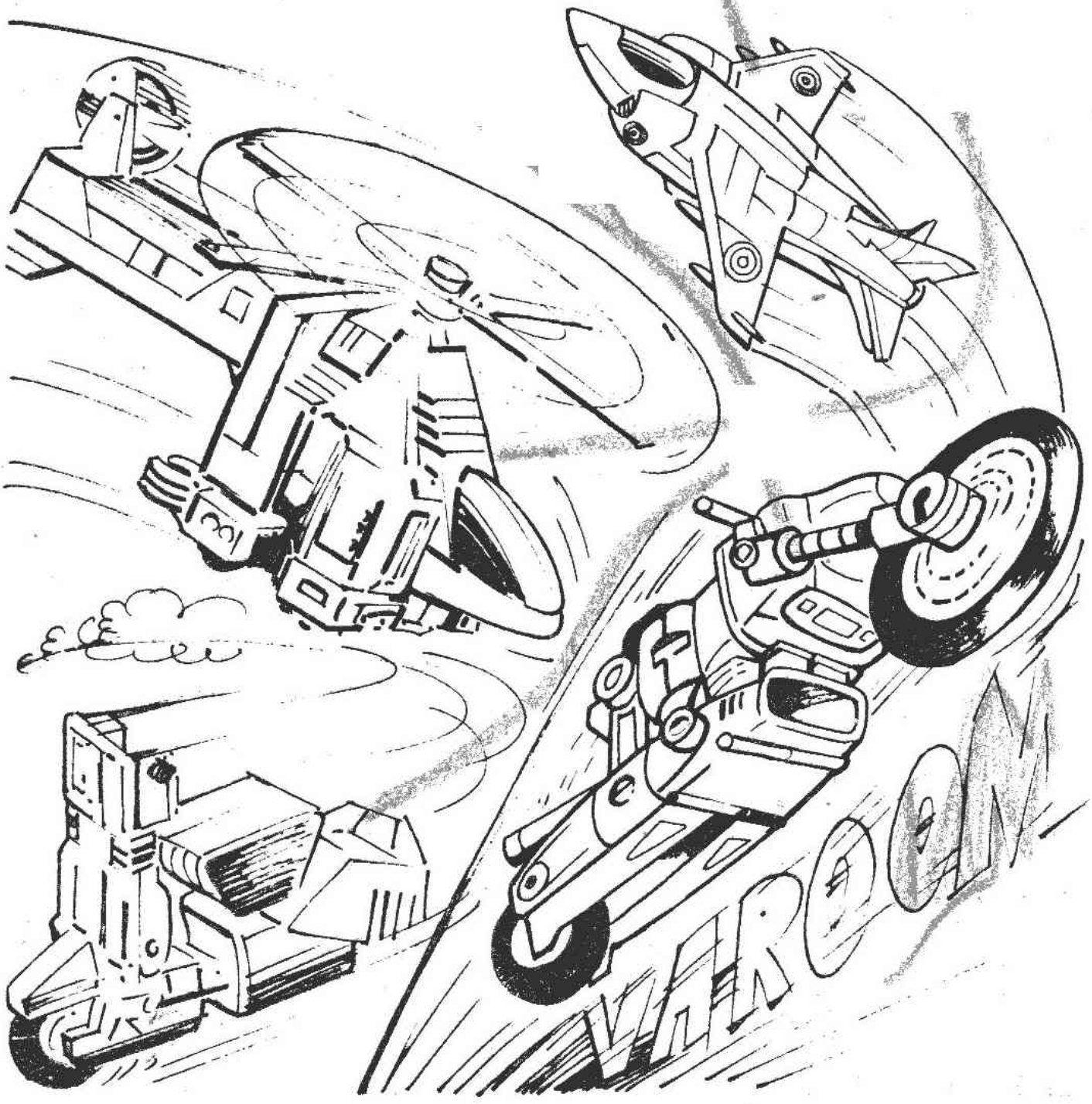
Solution: 3,6,9,12,15,18,21,24,27,30,33,36,39,42,45,48,51,54,57,60,63,66.

A Safe Landing on Earth



Desert Shadows

As he drove across the desert, Turbo saw a mirage of Cy-Kill, Fitor, Royal-T and Scooter. Draw lines to connect each GoBot in the mirage with the real GoBots at the bottom of the page.

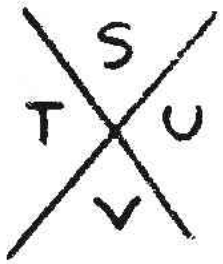


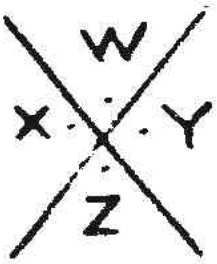
An Enemy Message

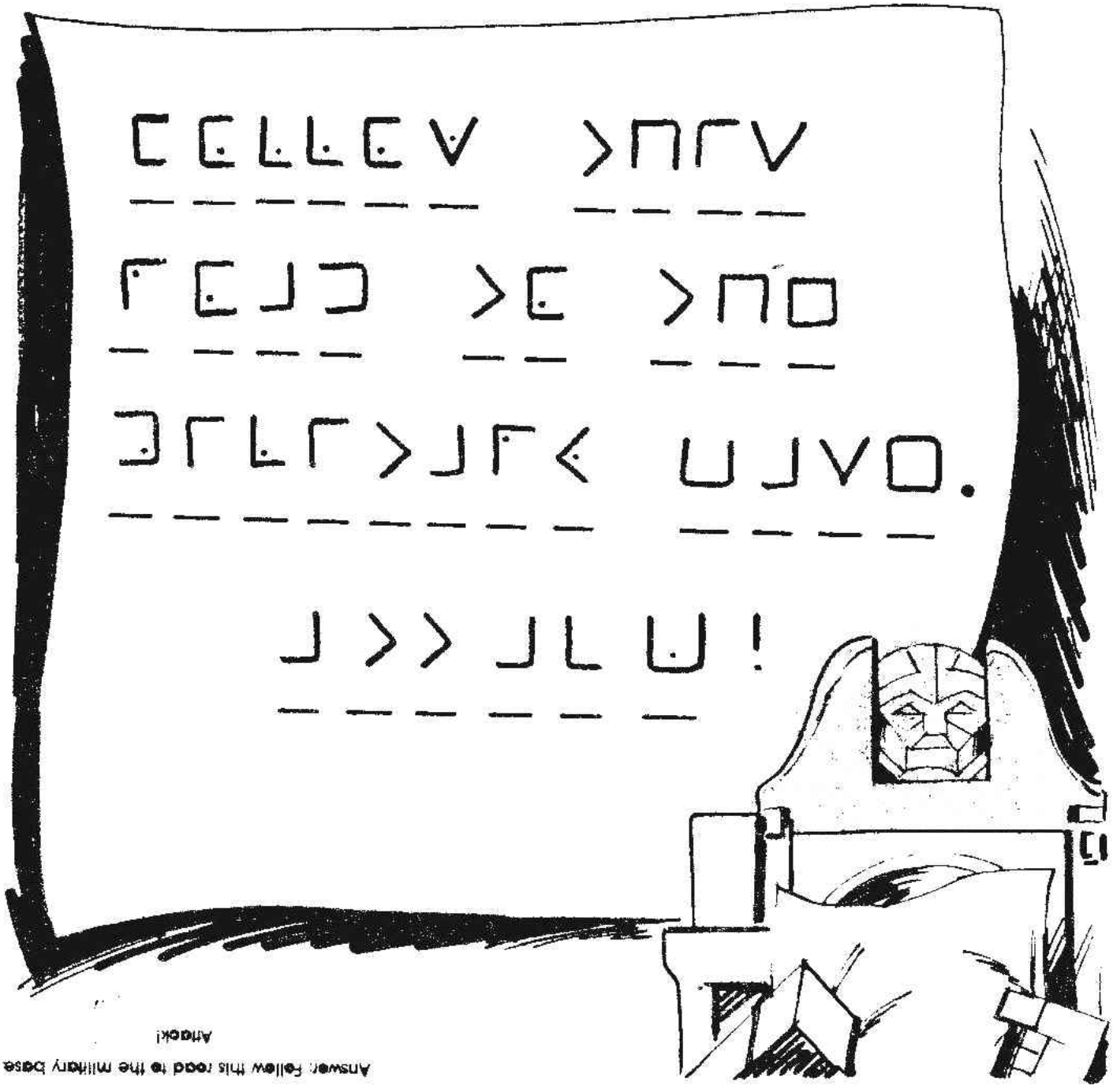
Turbo found a sign along the road written in enemy GoBot code. Using the code below, read the GoBot message.

A	B	C
D	E	F
G	H	I

J	K	L
M	N	O
P	Q	R

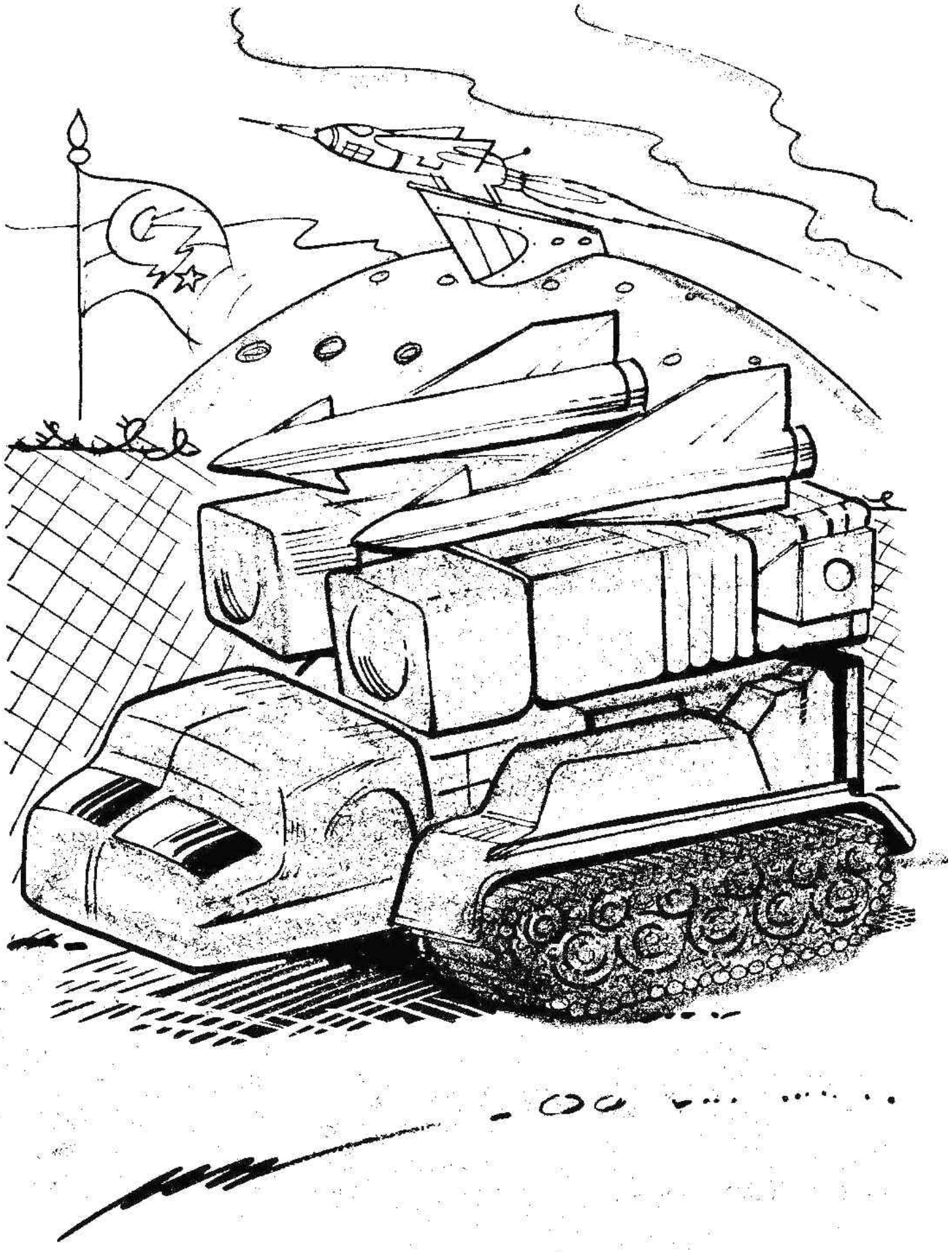


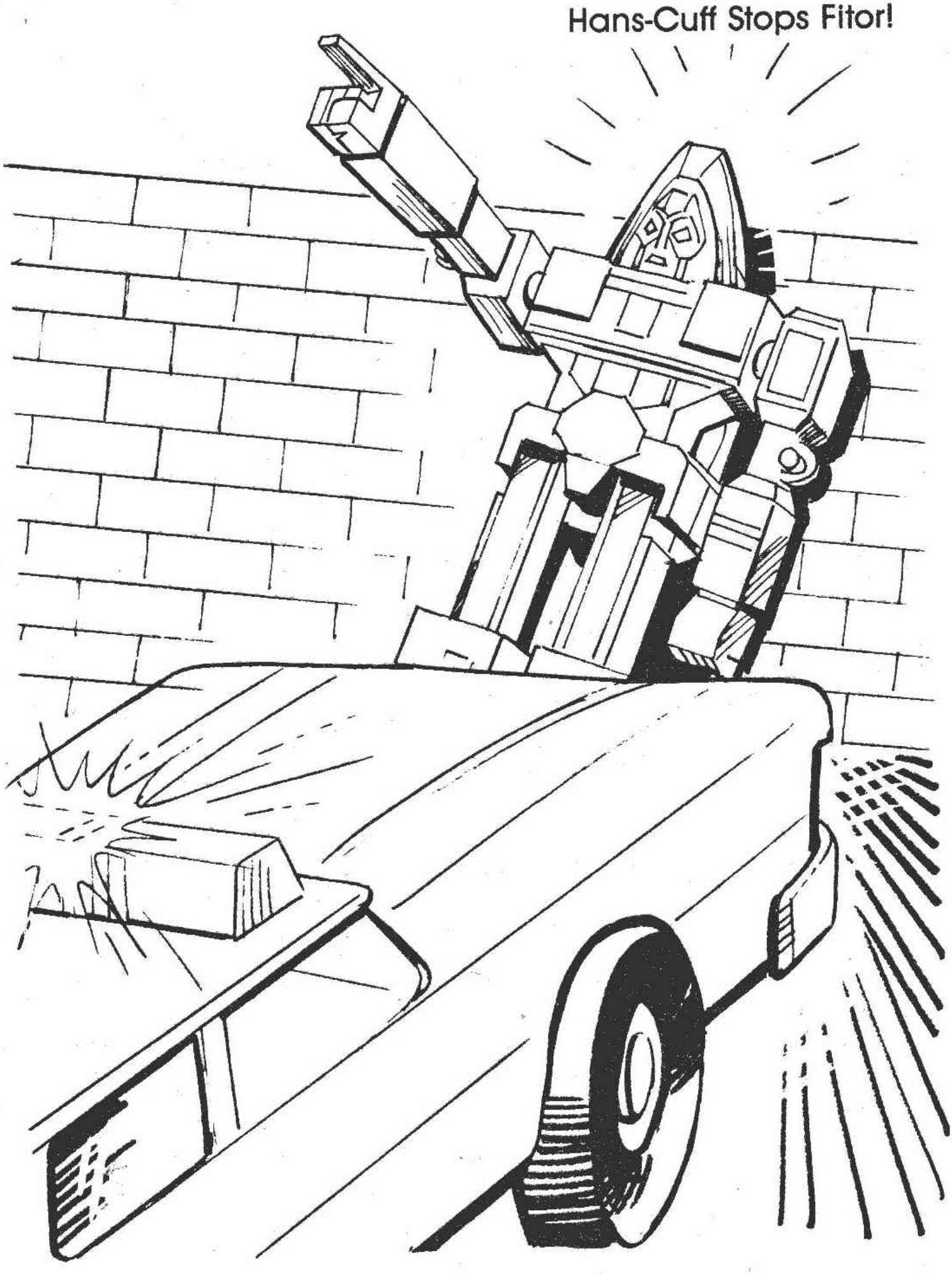




Answer: Follow this road to the military base. Attack!

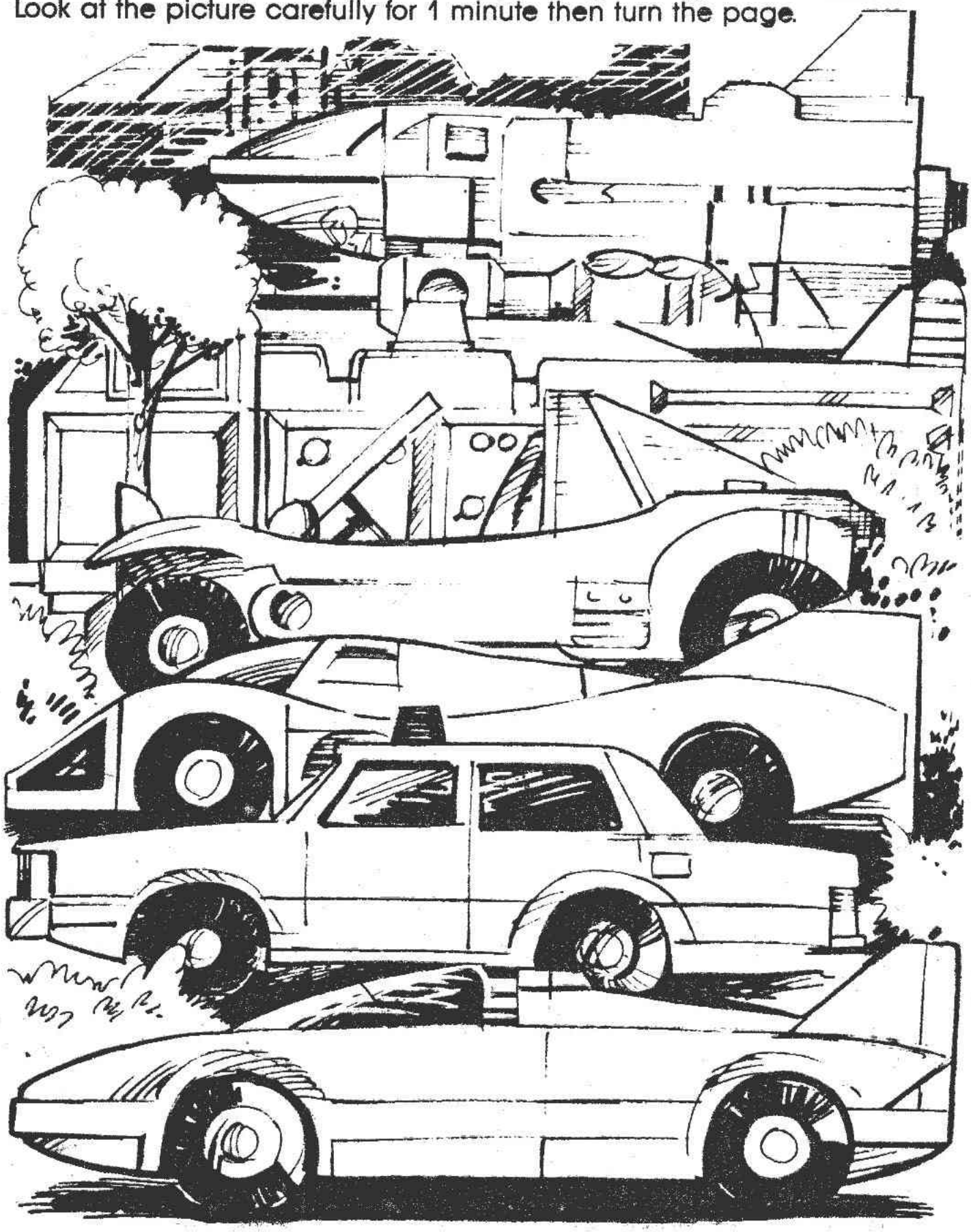
TOP SECRET
MILITARY
BASE



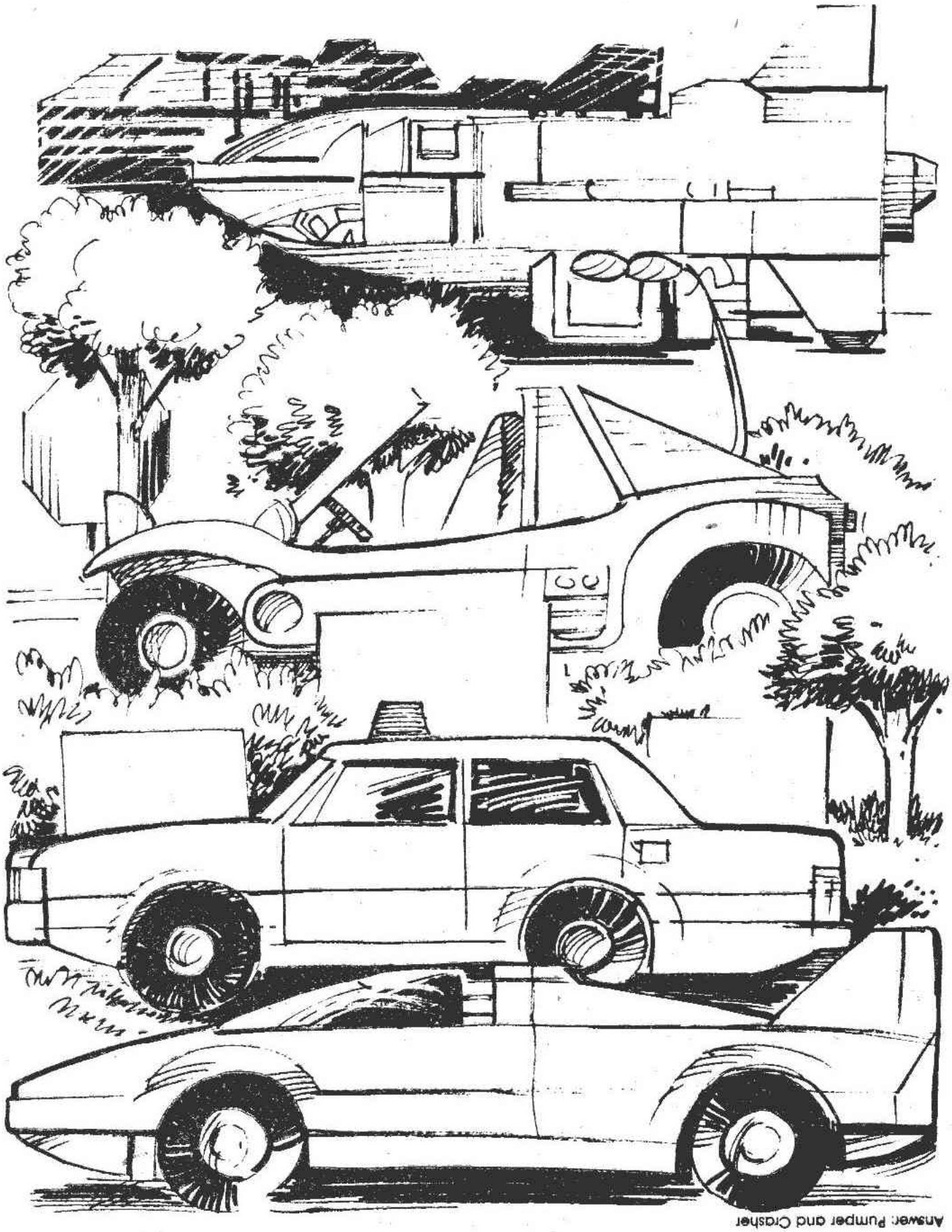

Hans-Cuff Stops Fitor!

GoBots in Disguise

These GoBots disguised themselves by hiding among earth vehicles. Look at the picture carefully for 1 minute then turn the page.



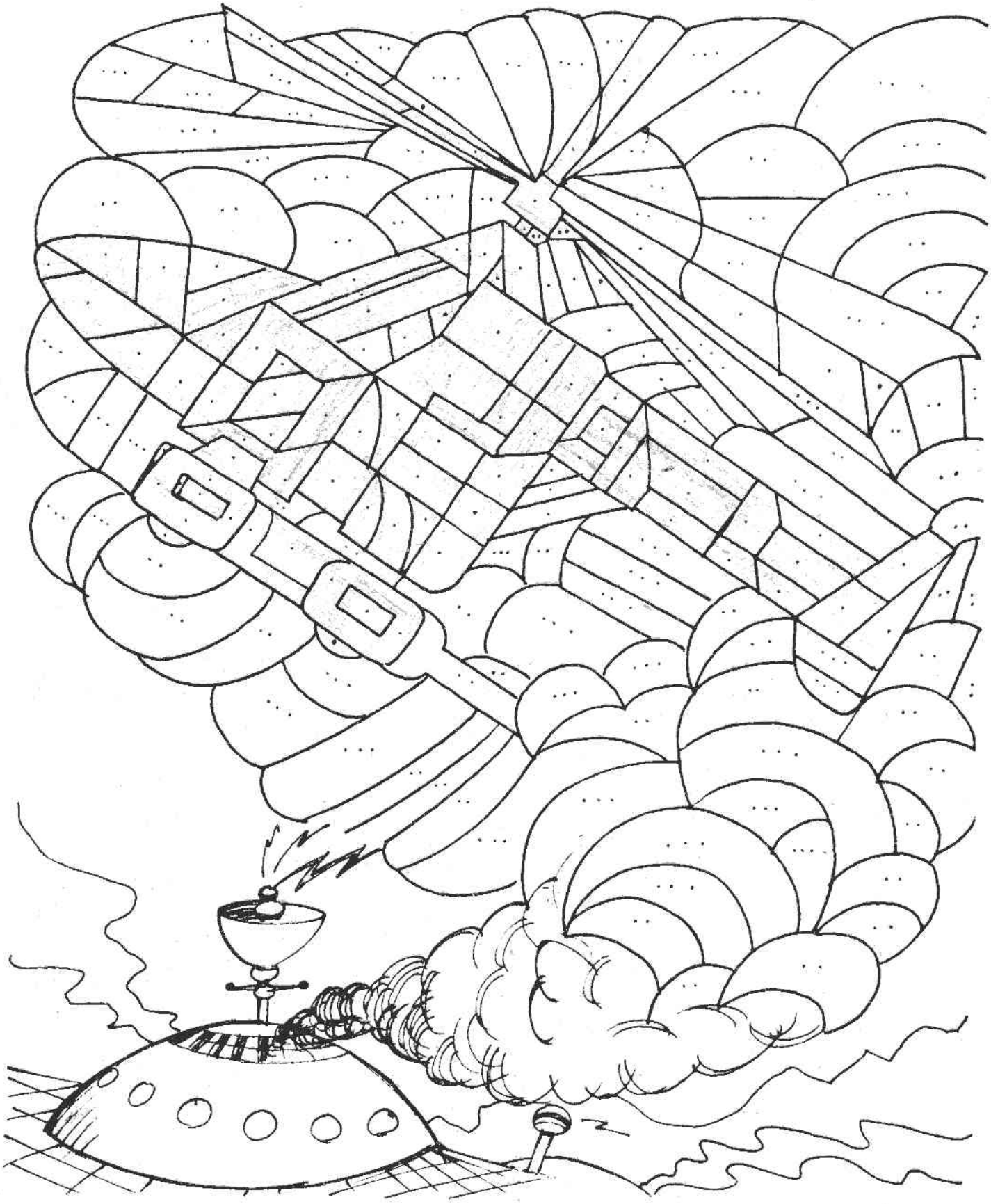
Two of the GoBots are missing. Look at the picture. Which ones are gone?



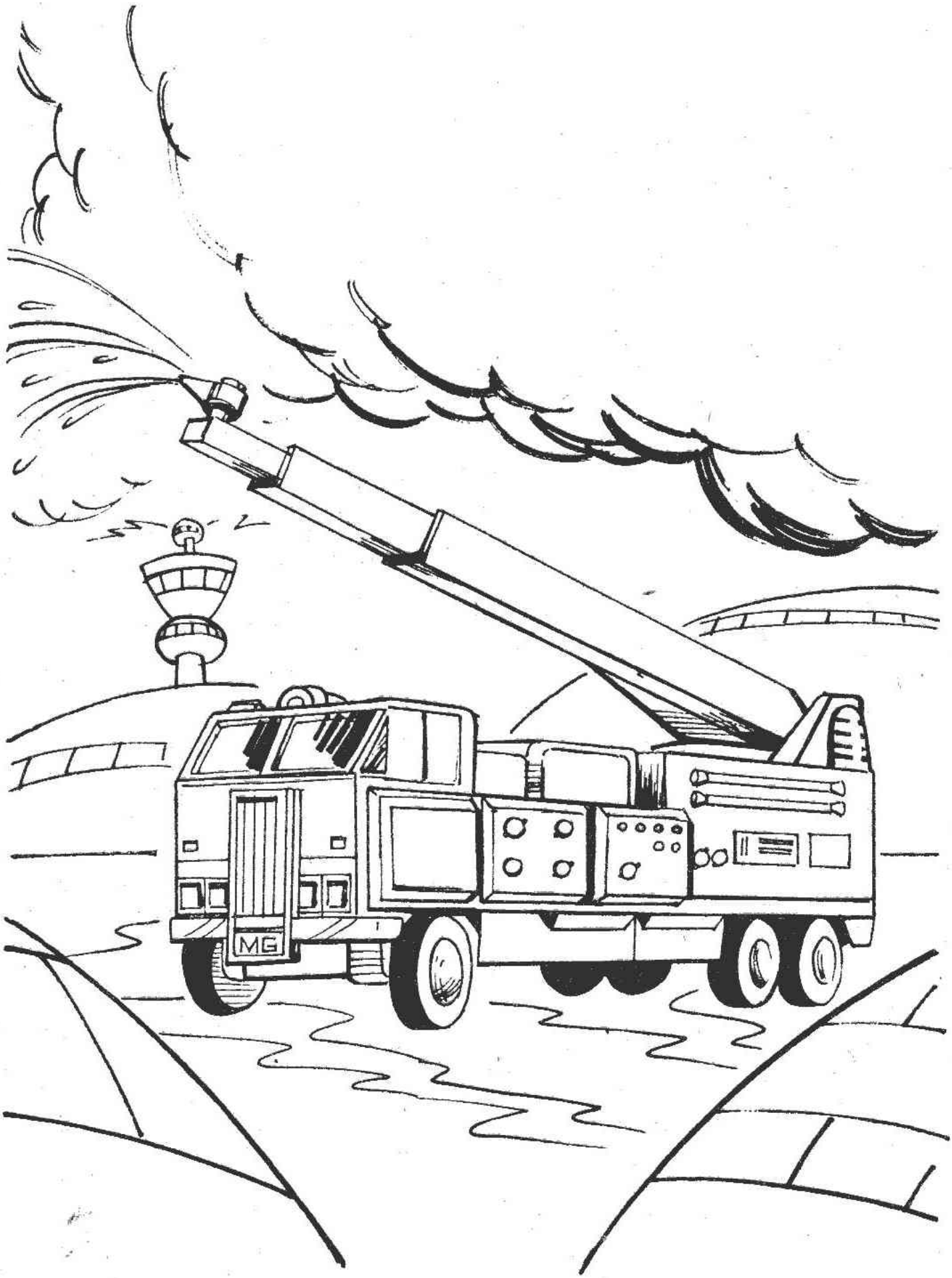
Answer: Bumper and Crasher

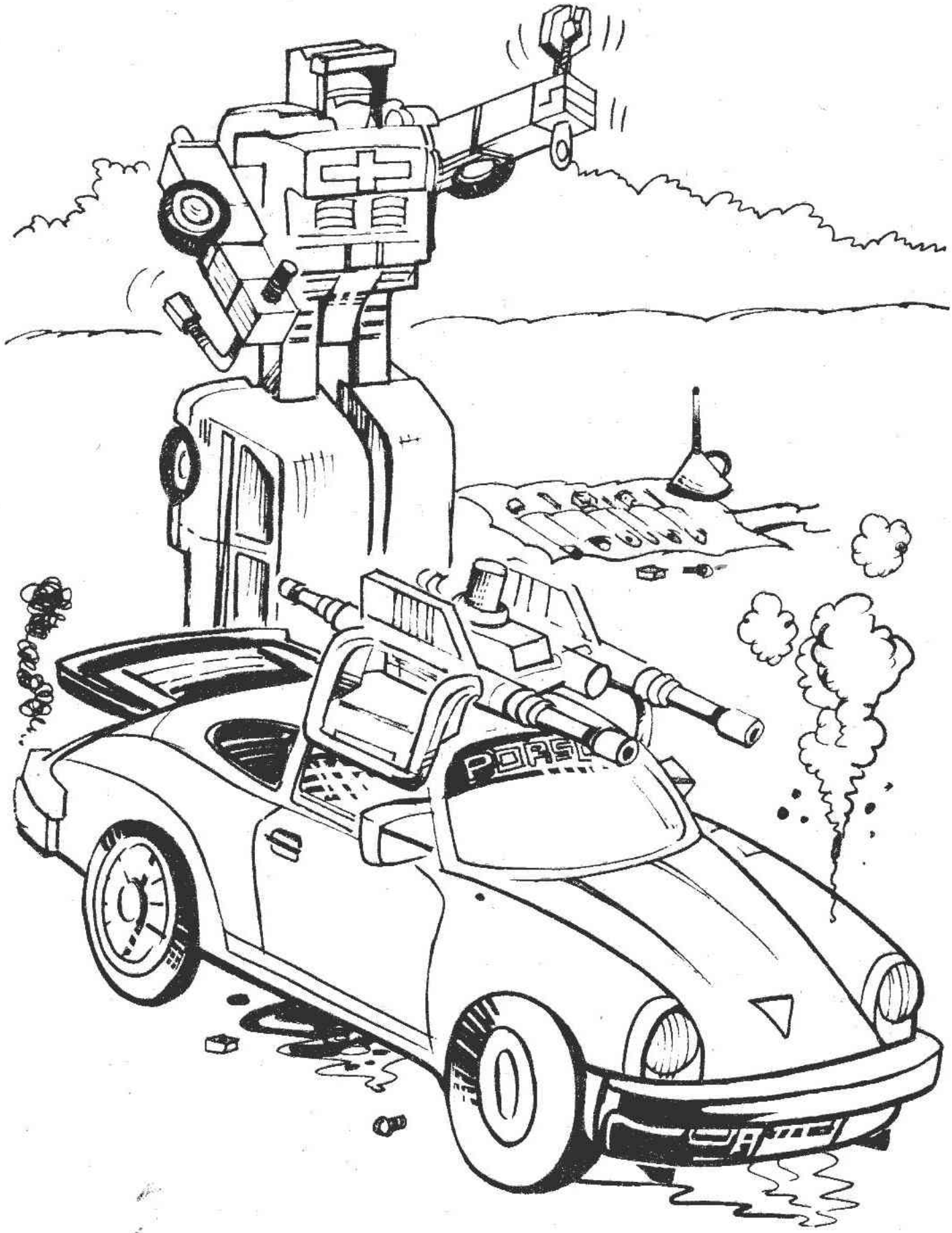
Who Is It?

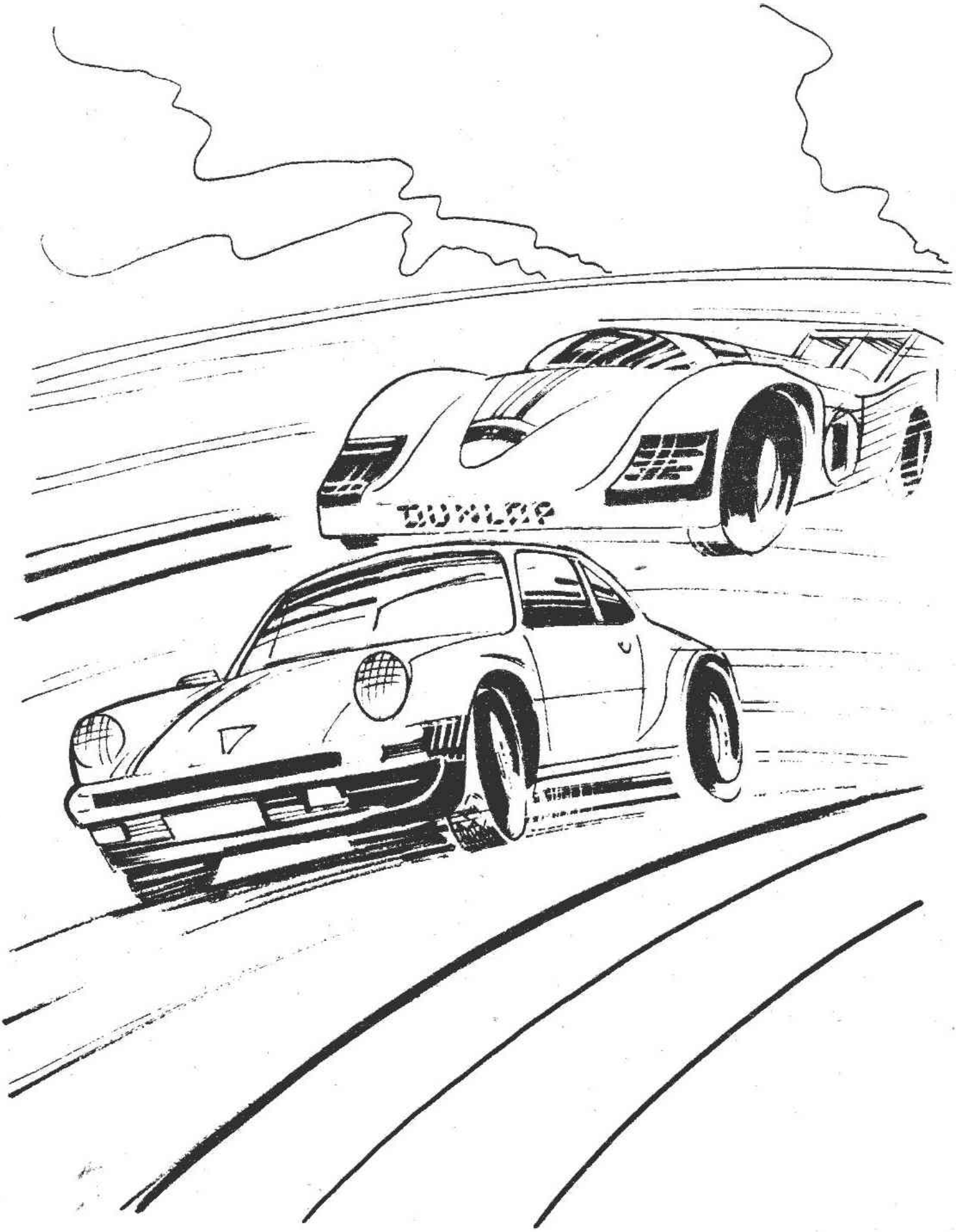
An enemy GoBot is dropping smoke bombs on earth buildings! Color all the spaces with one dot, red, to see who it is.



SMOKE

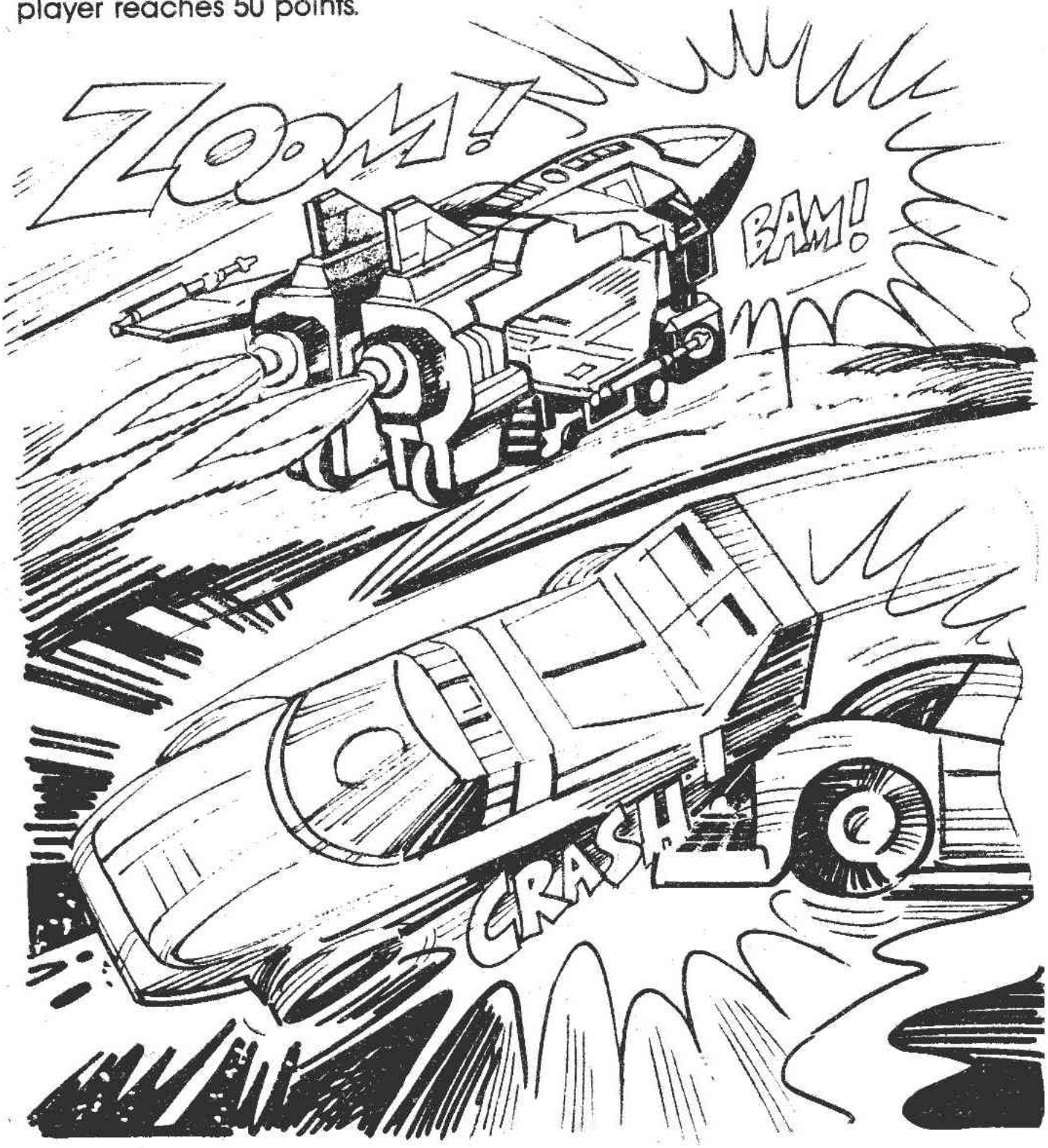

MG

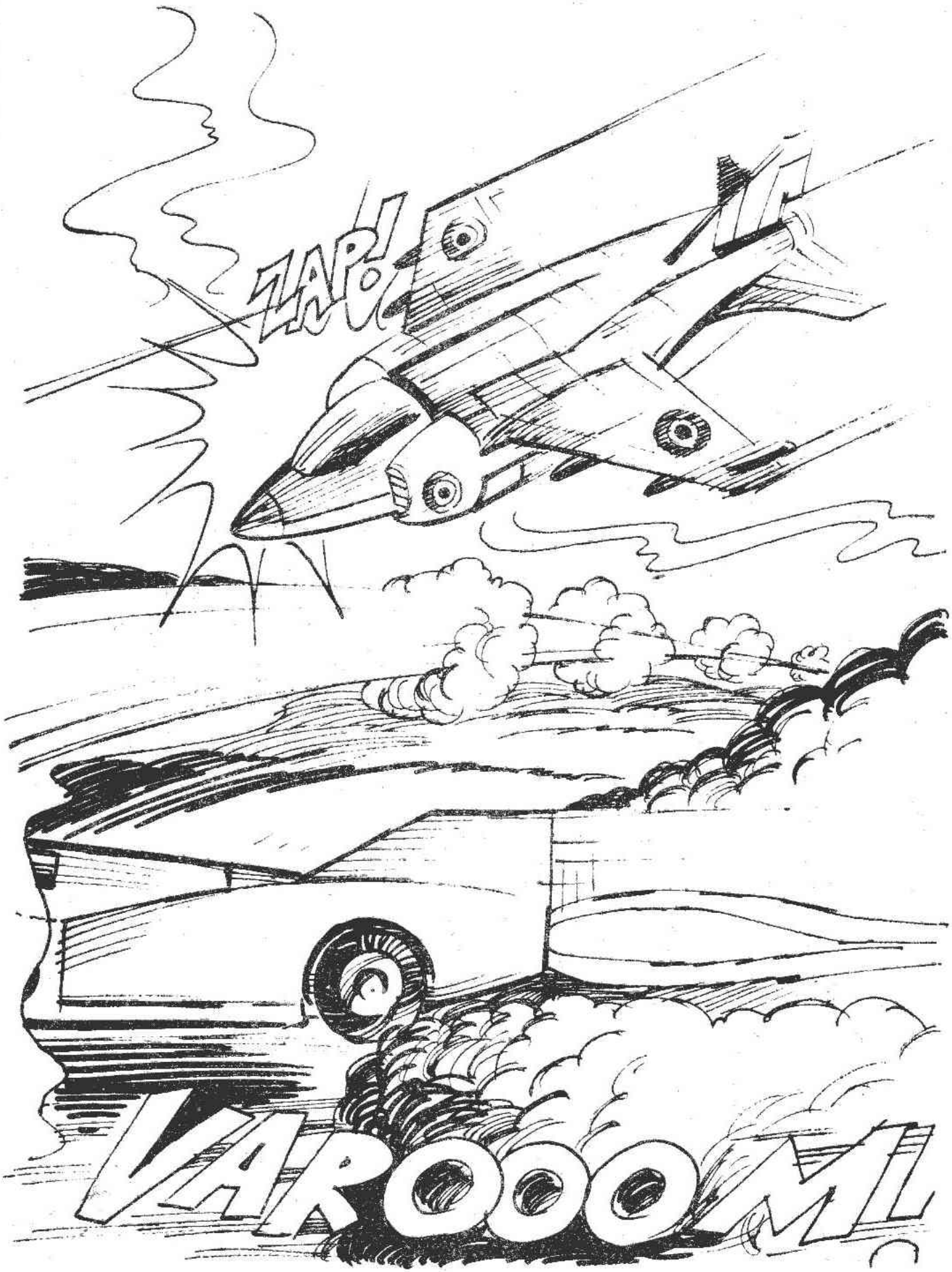



DUNLOP

The GoBot Battle

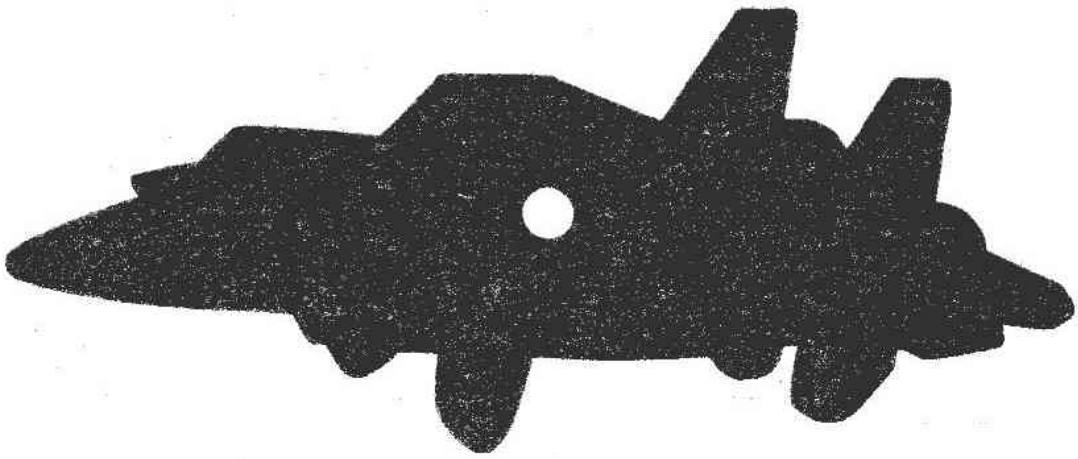
DIRECTIONS: Each player starts with 25 points. Players take turns closing their eyes and touching a space on the picture. If a player lands on Fitor, 3 points are lost. 2 points are lost for landing on Crasher. 4 points are gained for landing on Royal-T and 5 points are gained for landing on Turbo. If a player lands anywhere else, he or she is safe and gains 2 points. The game ends when one player has no points left or when one player reaches 50 points.

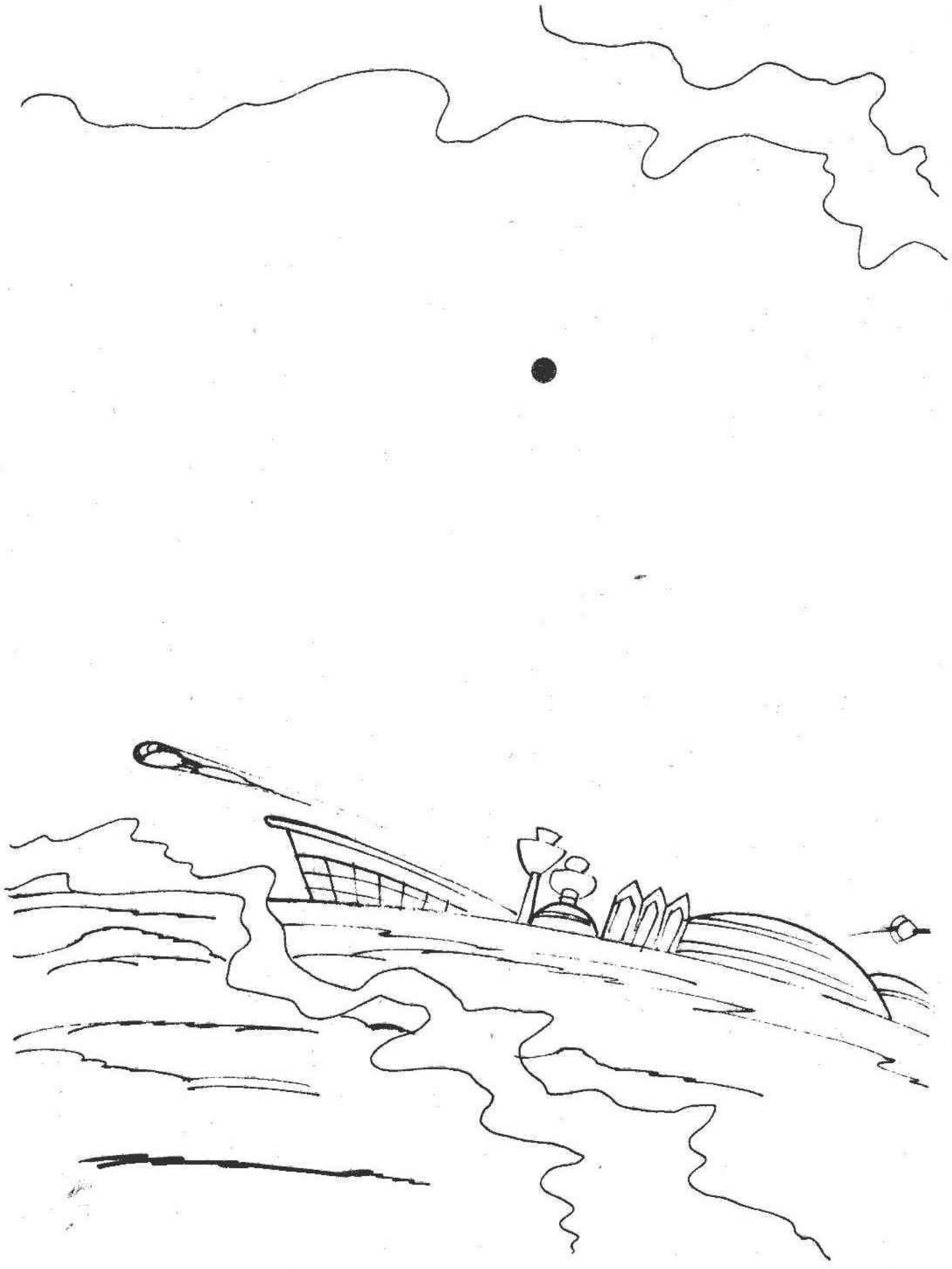



ZAP!
VAROOOM!

LEADER 1. . .The Protector

Leader-1, leader of the Security Force, flew over cities searching for enemy GoBots. You can watch him as he protects earth. Stare at the white dot on Leader-1 for one minute or more, then move your eyes to the black spot in the sky on the opposite page. After a second, a white image of Leader-1 will appear.

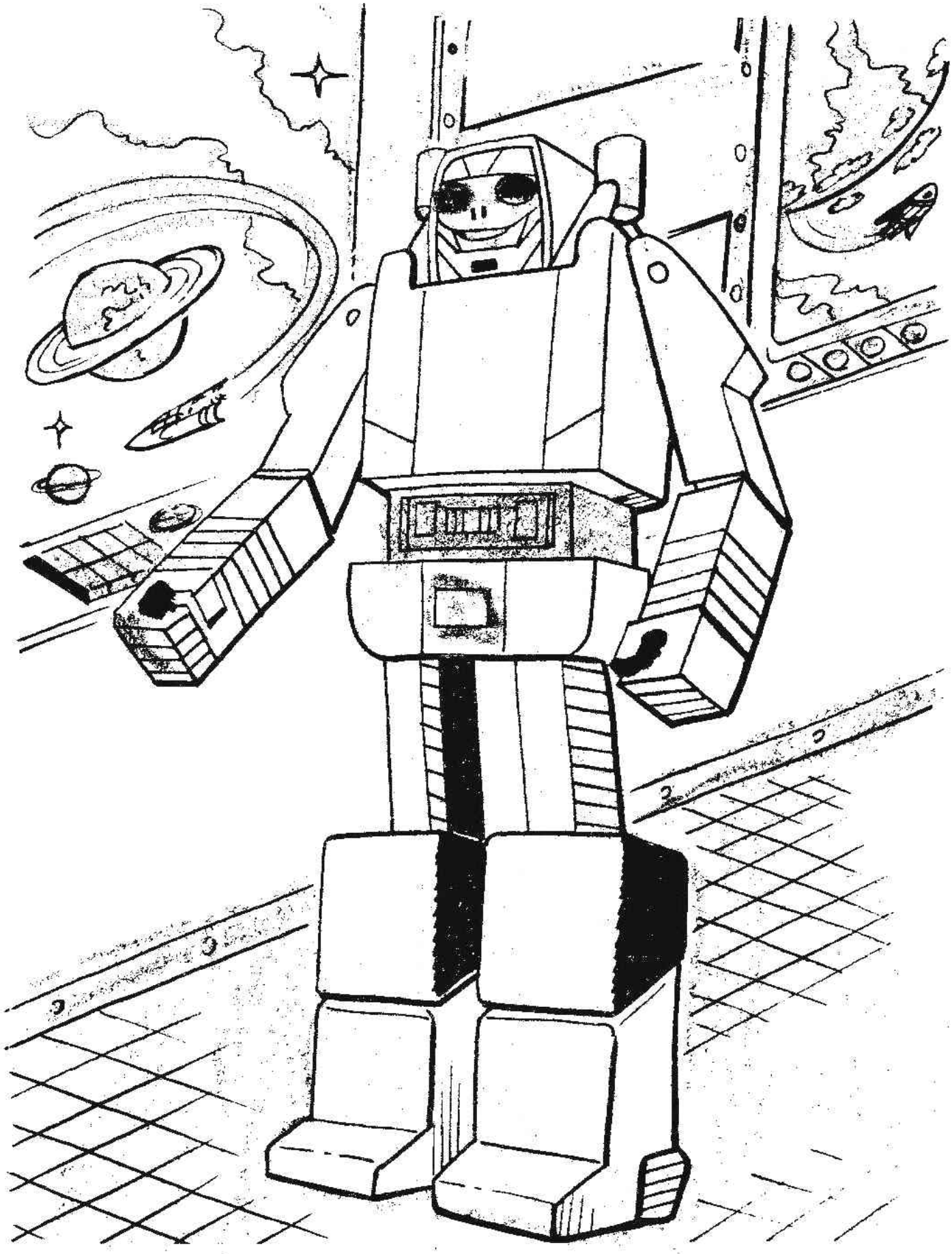


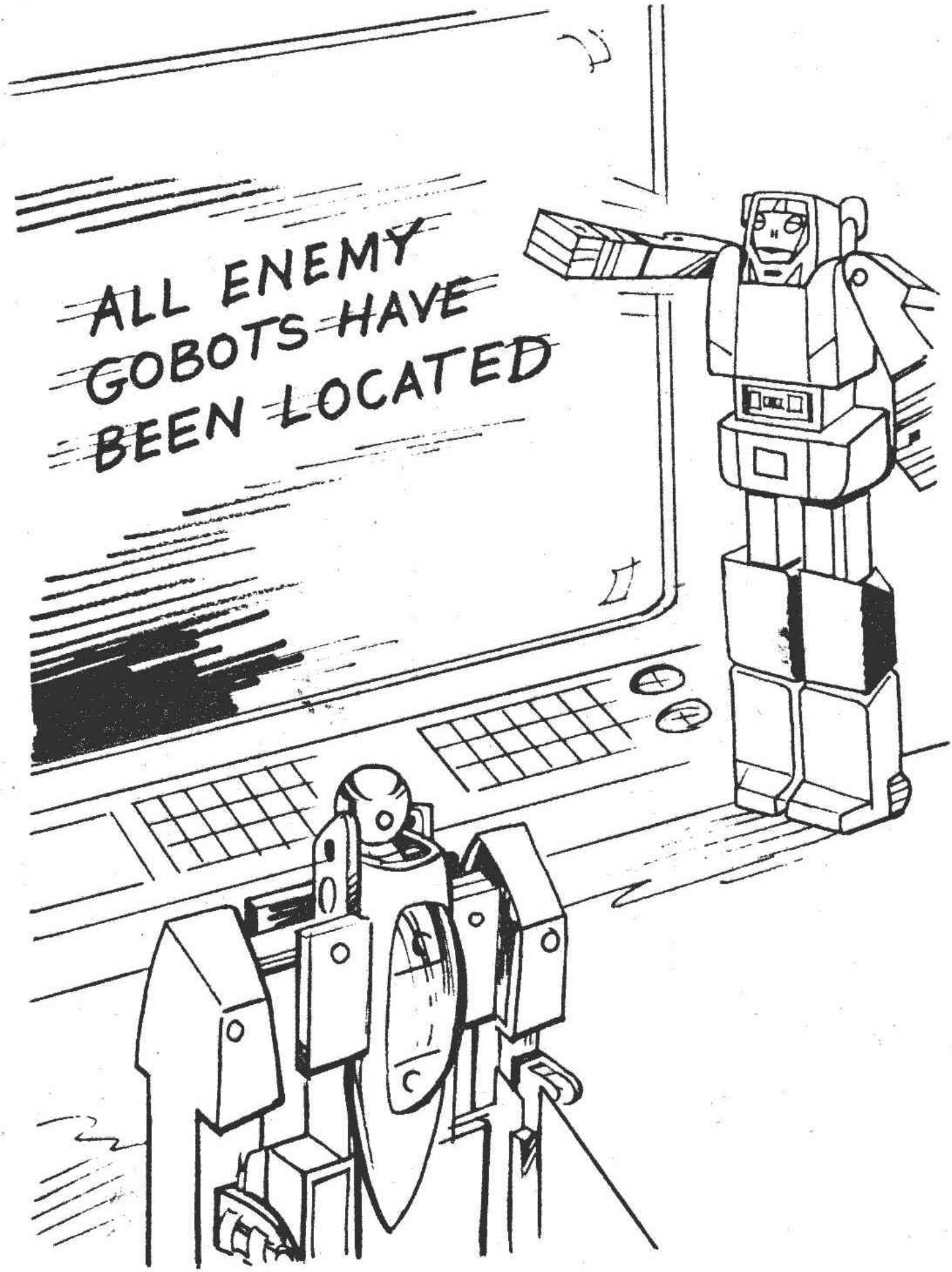


A Shortcut Cut Short

Geeper-Creeper and Destroyer are taking a shortcut to the highway. But Road Ranger is ready and waiting for them to arrive. Follow the path and lead Geeper-Creeper and Destroyer into Road Ranger's trap.

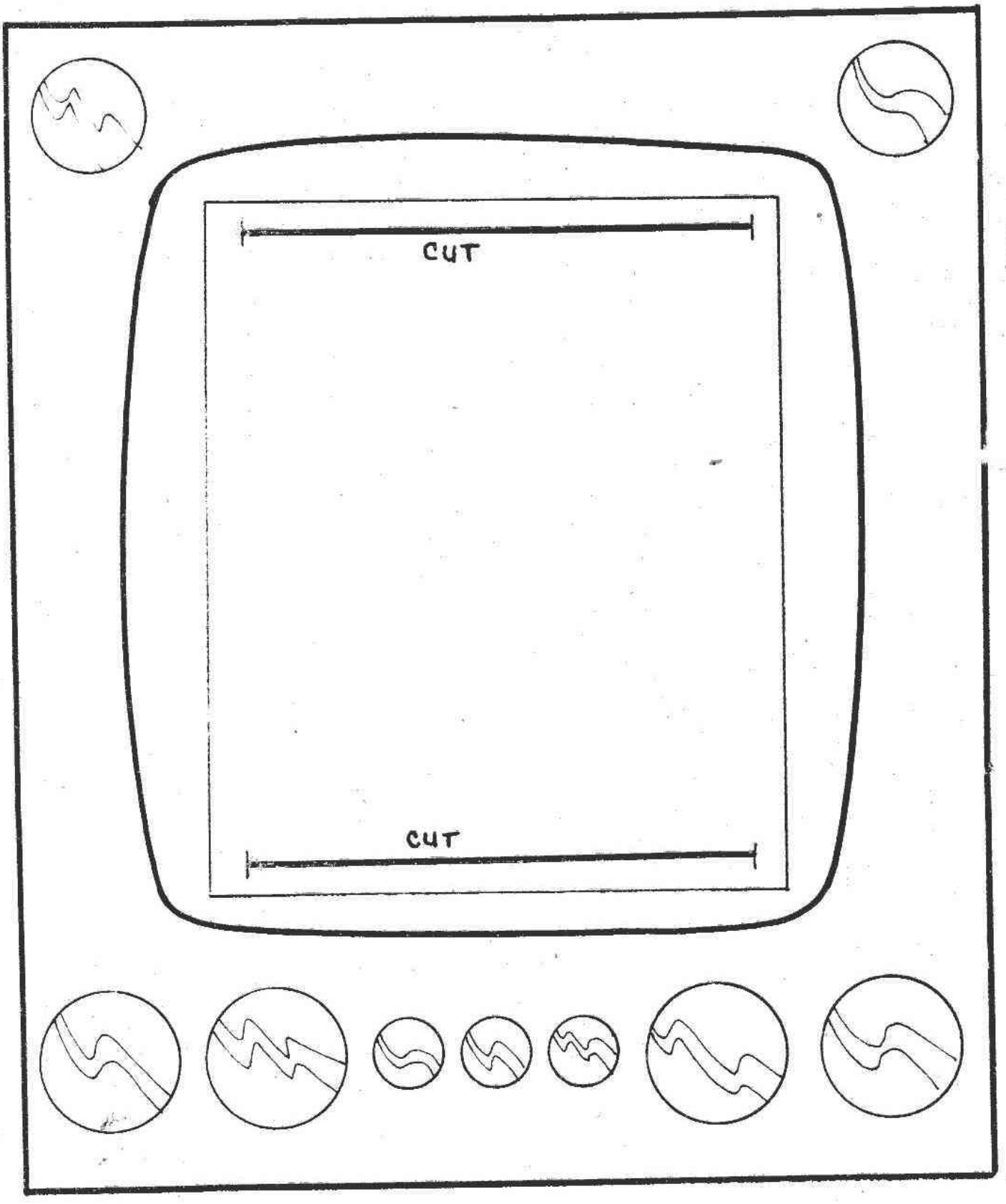
Scooter mans the Command Center




ALL ENEMY GOBOTS HAVE BEEN LOCATED

Command Center Computer Screen

Cut out the computer screen shown below. Cut slits as indicated. Cut out both strips on the next page and paste together. Pull the strip slowly through the moniter to see what Leader-1 saw.

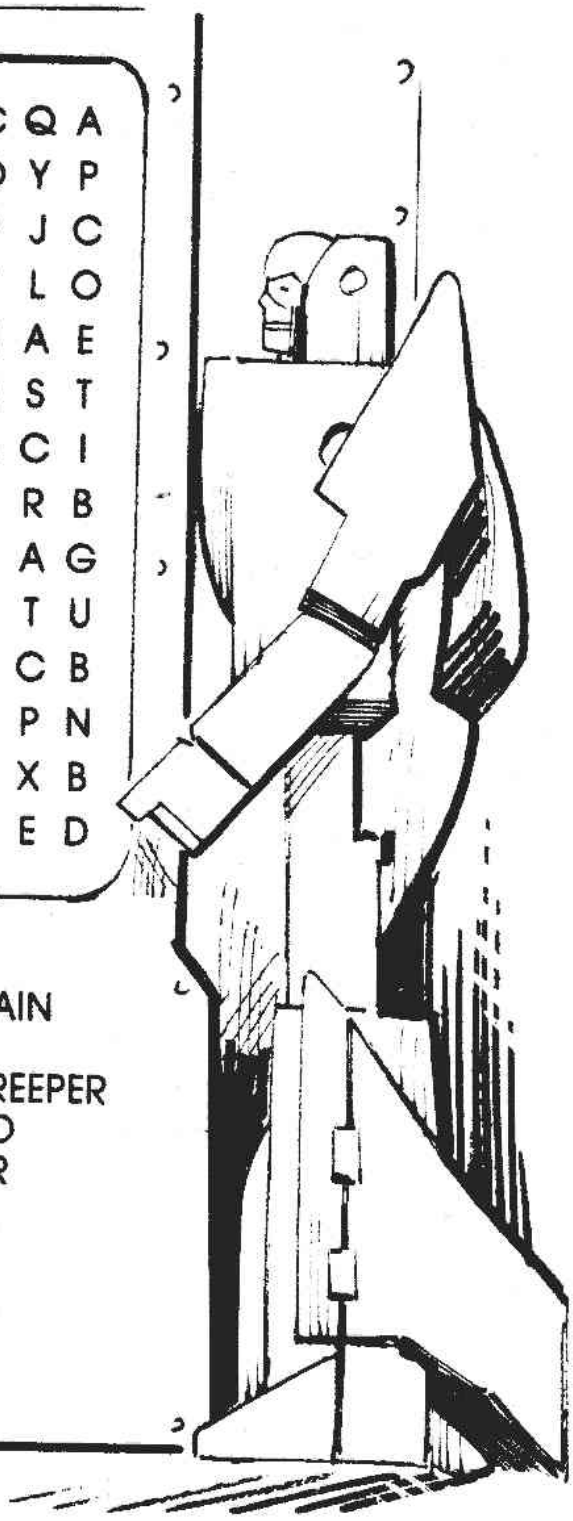


An Enemy Search

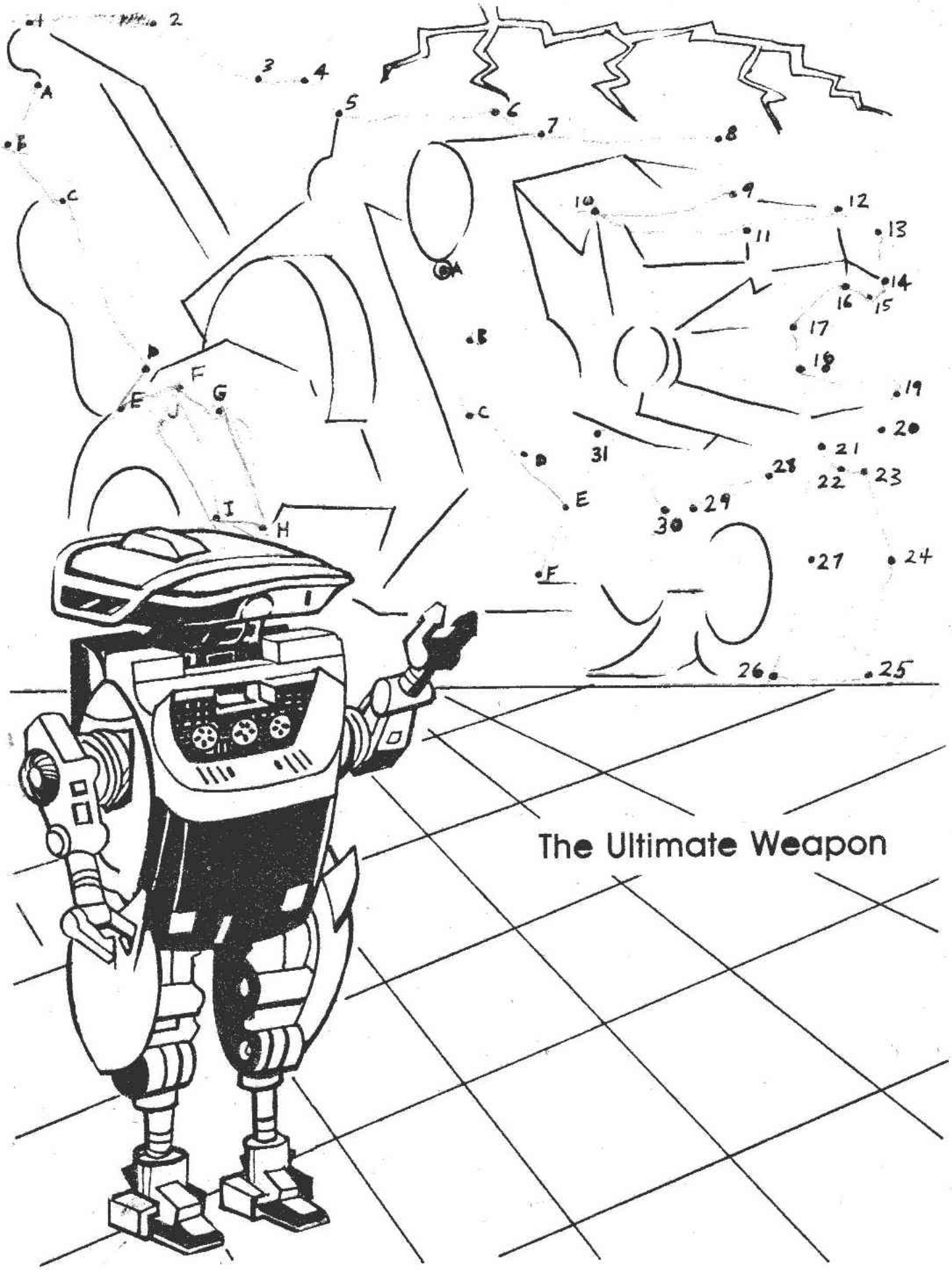
Leader-1 has decided to keep track of all the enemy GoBots. The names of the enemy GoBots are hidden in the block letters below. Look up, down, across, back and diagonally in both directions to find them. Circle each name as you come across it. One of the enemies is in the word list, but not in the puzzle. Who is it?

I E S B U G G Y M A N H R C Q A
V A Z D C E V B E W S E X O Y P
T F R H G E S F U T C R I P J C
U N O M S P O I L E R R K T L O
D Q S U X E Y T C B E F Z U A E
K T R W V R P O L U W I C R S T
L L I K Y C D R O B H E O S C I
J I N Q P R C P O I E N P E R B
H A W O G E R B C T A D T U A G
T D C K J E A J O G D C K R T U
M I H G N P S L O C O S L E C B
L F M E L E H E A N F I R H P N
F Y A Z C R A I N B R A I N X B
E C R A S H E R E Y O R T S E D

~~CY-KILL~~
~~TANK~~
FITOR
~~BUGGYMAN~~
LOCO
COP-TUR
SPOILER
SCREW HEAD
CRAIN BRAIN
CRASHER
GEEPER-CREEPER
HERR FIEND
DESTROYER
BUG BITE
PSYCHO



ANSWER-PSYCHO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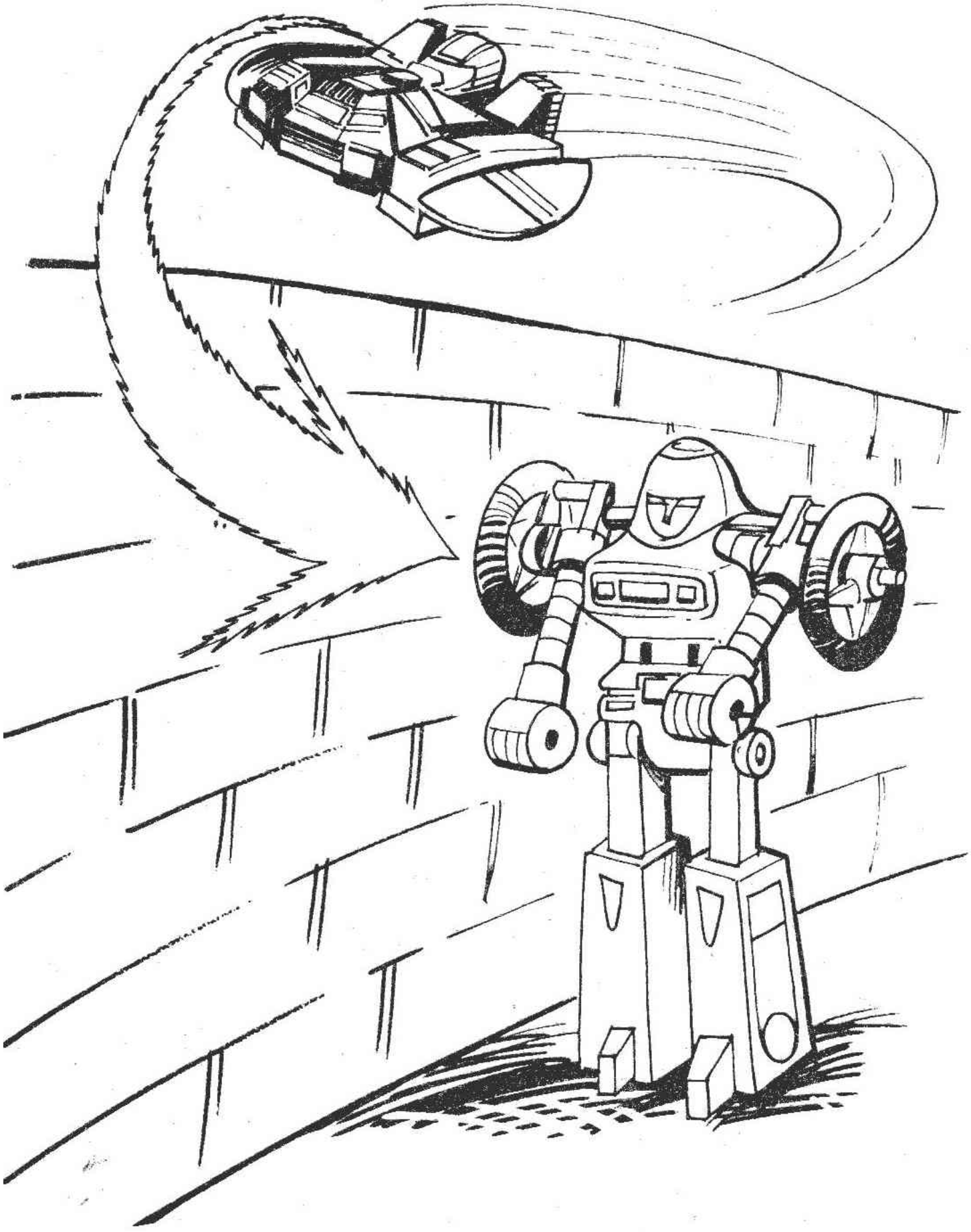
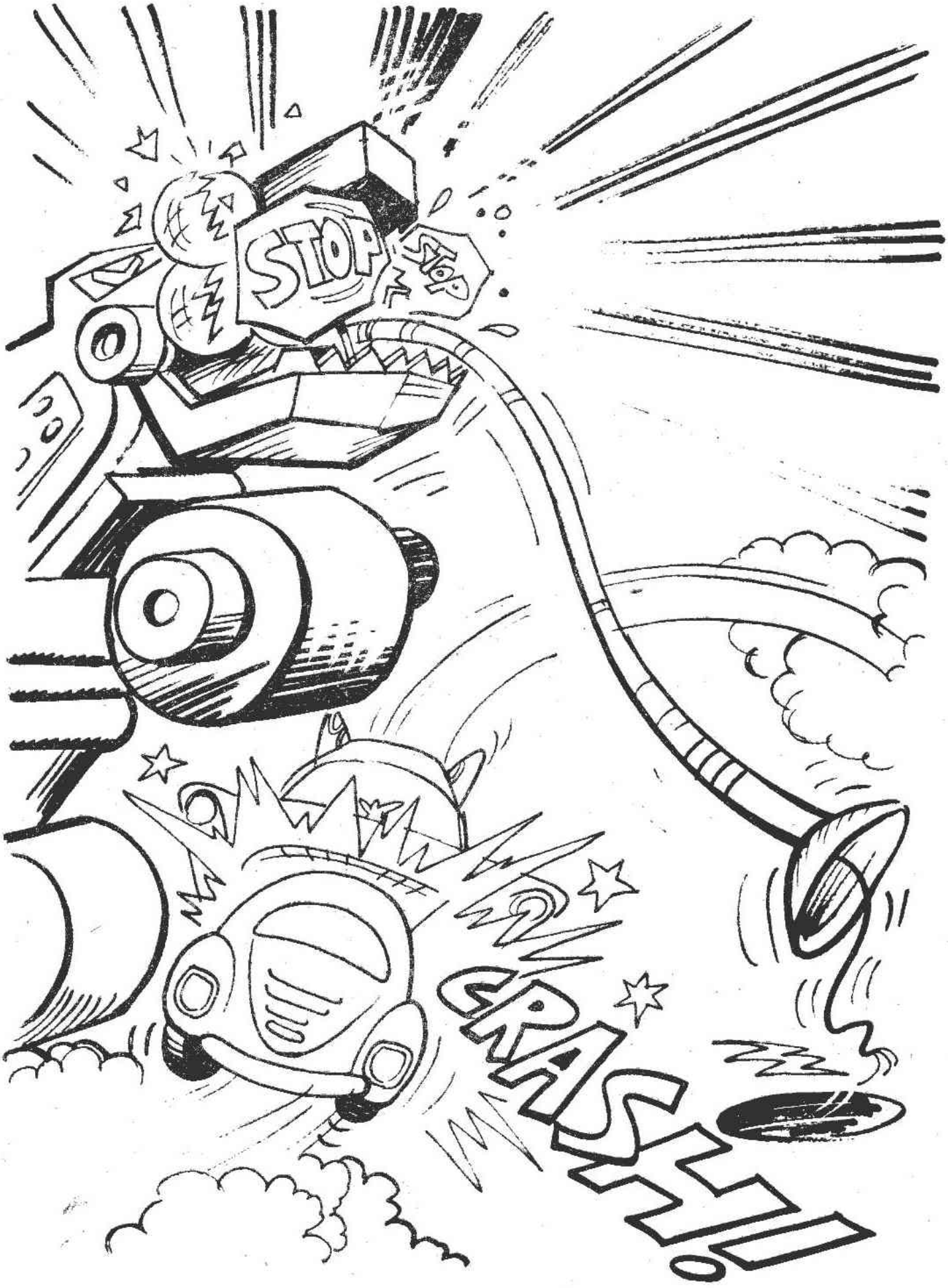
The Ultimate Weapon

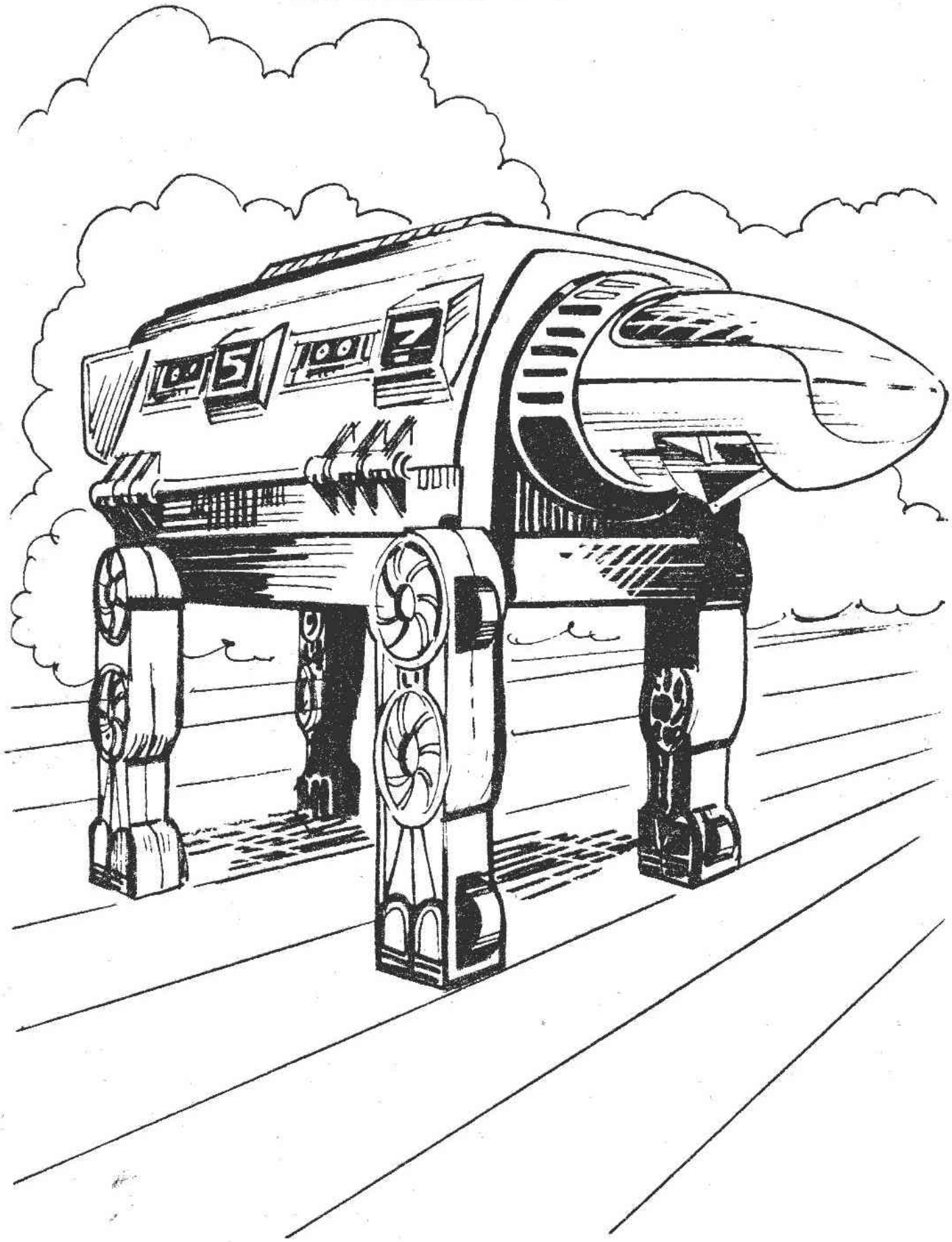
Pathfinder Stops Cy-Kill

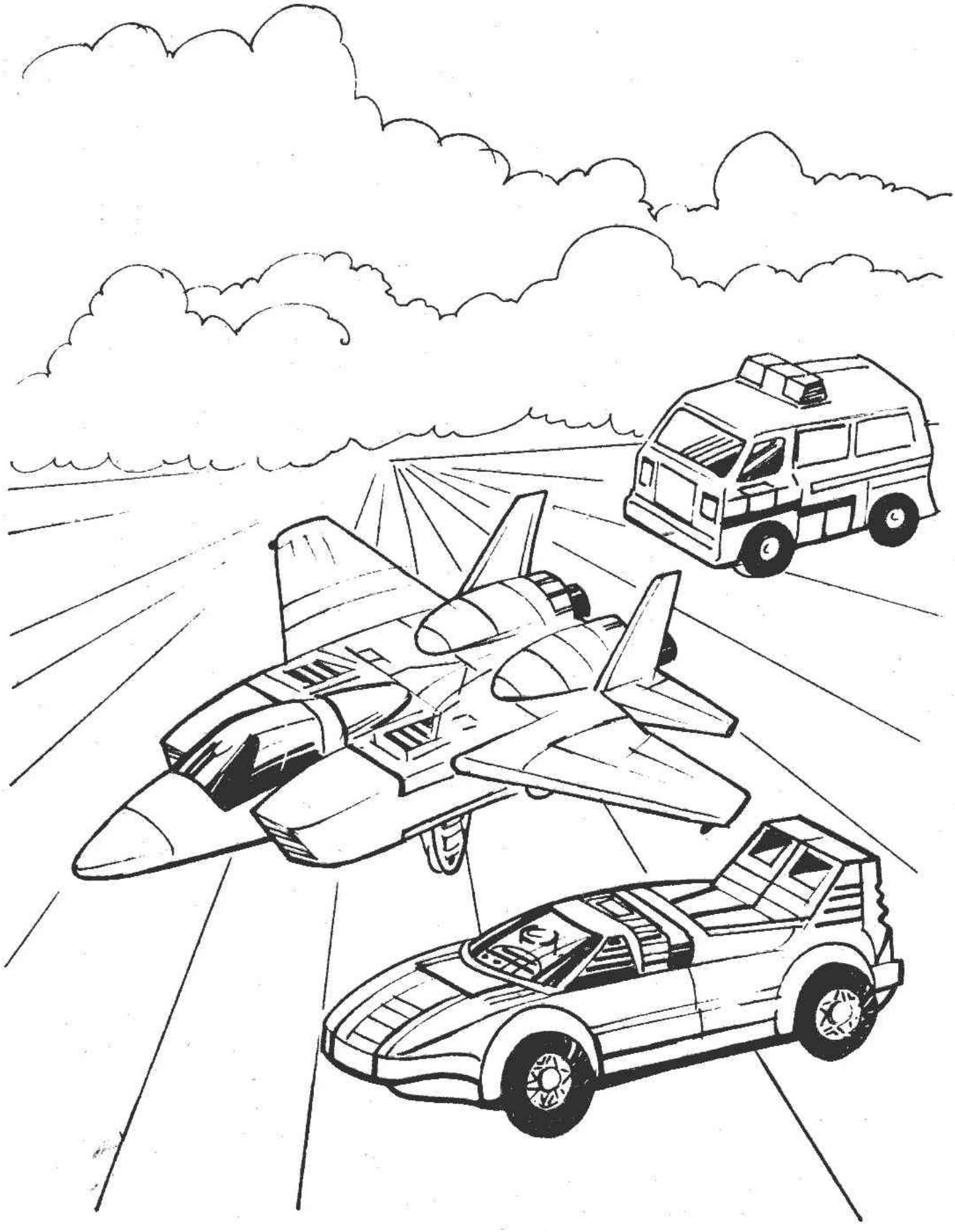


Zod Invades the City


STOP
STOP
CRASH!!

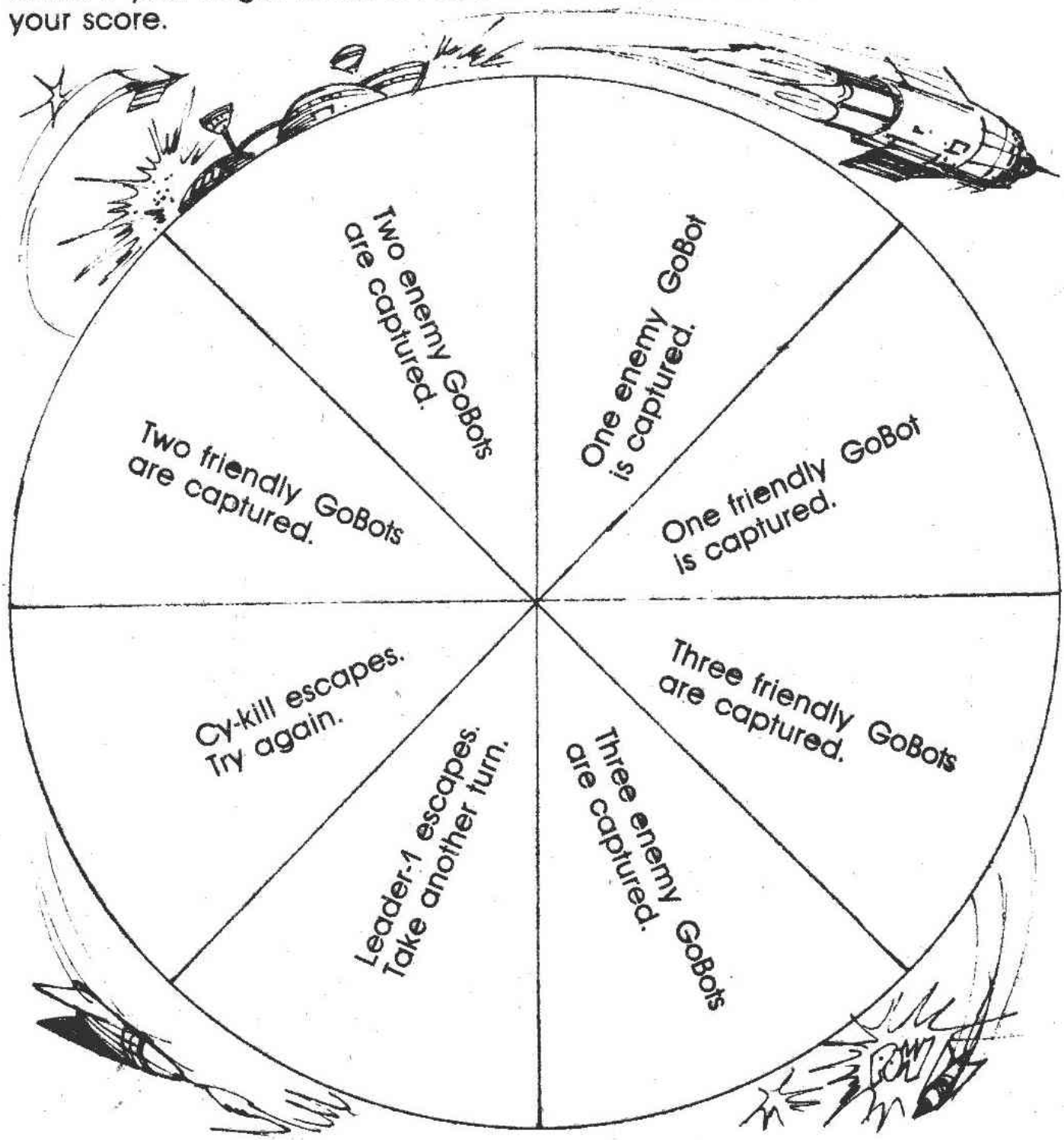
The Command Center Comes to Help



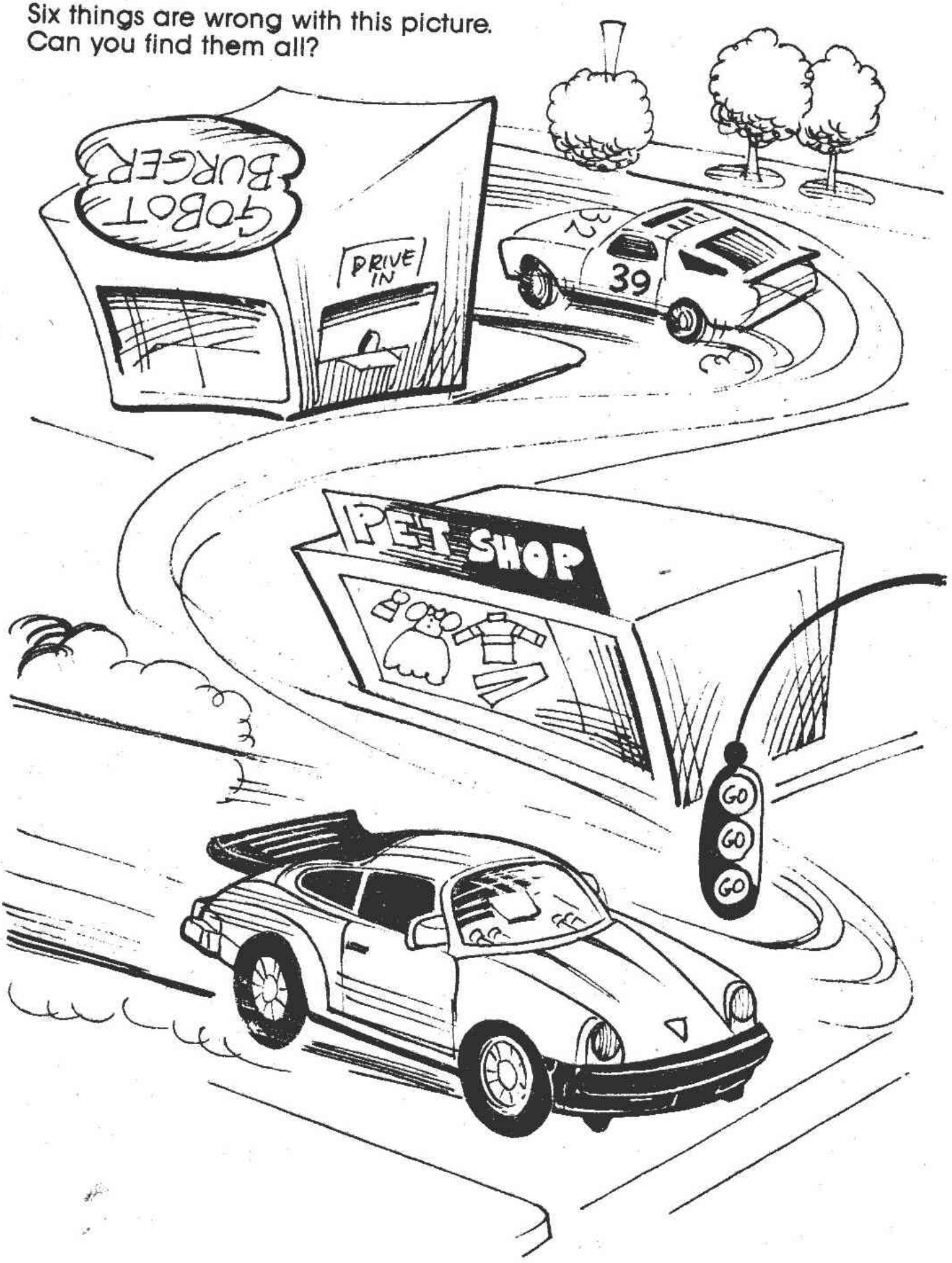


The Battle

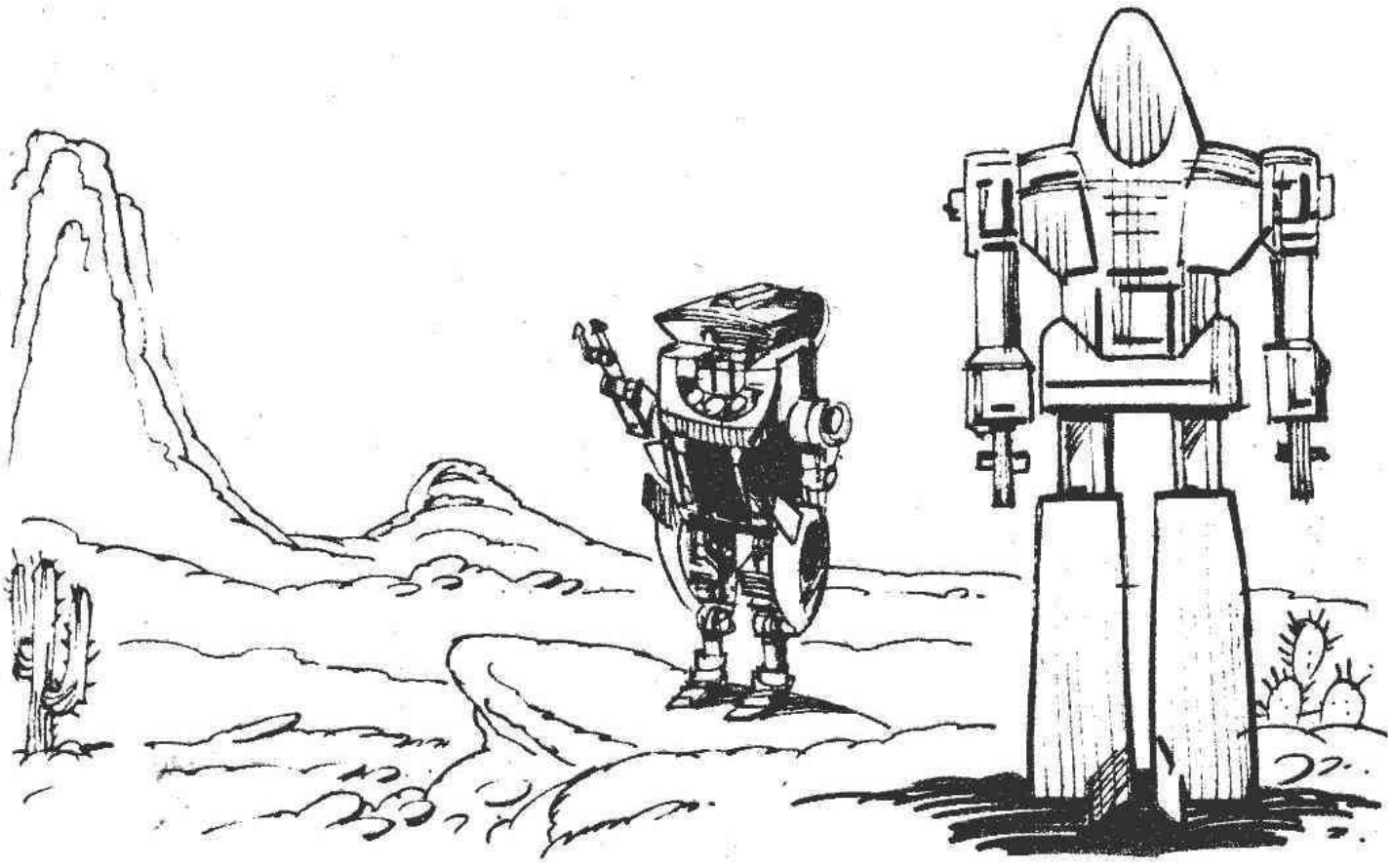
Any number can play. Players divide into two teams. One team represents Zod and the enemy GoBots, the other represents the Command Center and the friendly GoBots. Each player takes turns closing his or her eyes and touching the circle below. Each player does this five times. When everyone has had a turn, the team who has captured more GoBots from the opposing team is the winner. Remember, you can only count capturing GoBots from the opposing team. If your finger lands on a GoBot from your team, don't add it to your score.


Two enemy GoBots are captured.
One enemy GoBot is captured.
Two friendly GoBots are captured.
One friendly GoBot is captured.
Cy-kill escapes. Try again.
Leader-1 escapes. Take another turn.
Three enemy GoBots are captured.
Three friendly GoBots are captured.
POW

Six things are wrong with this picture.
Can you find them all?

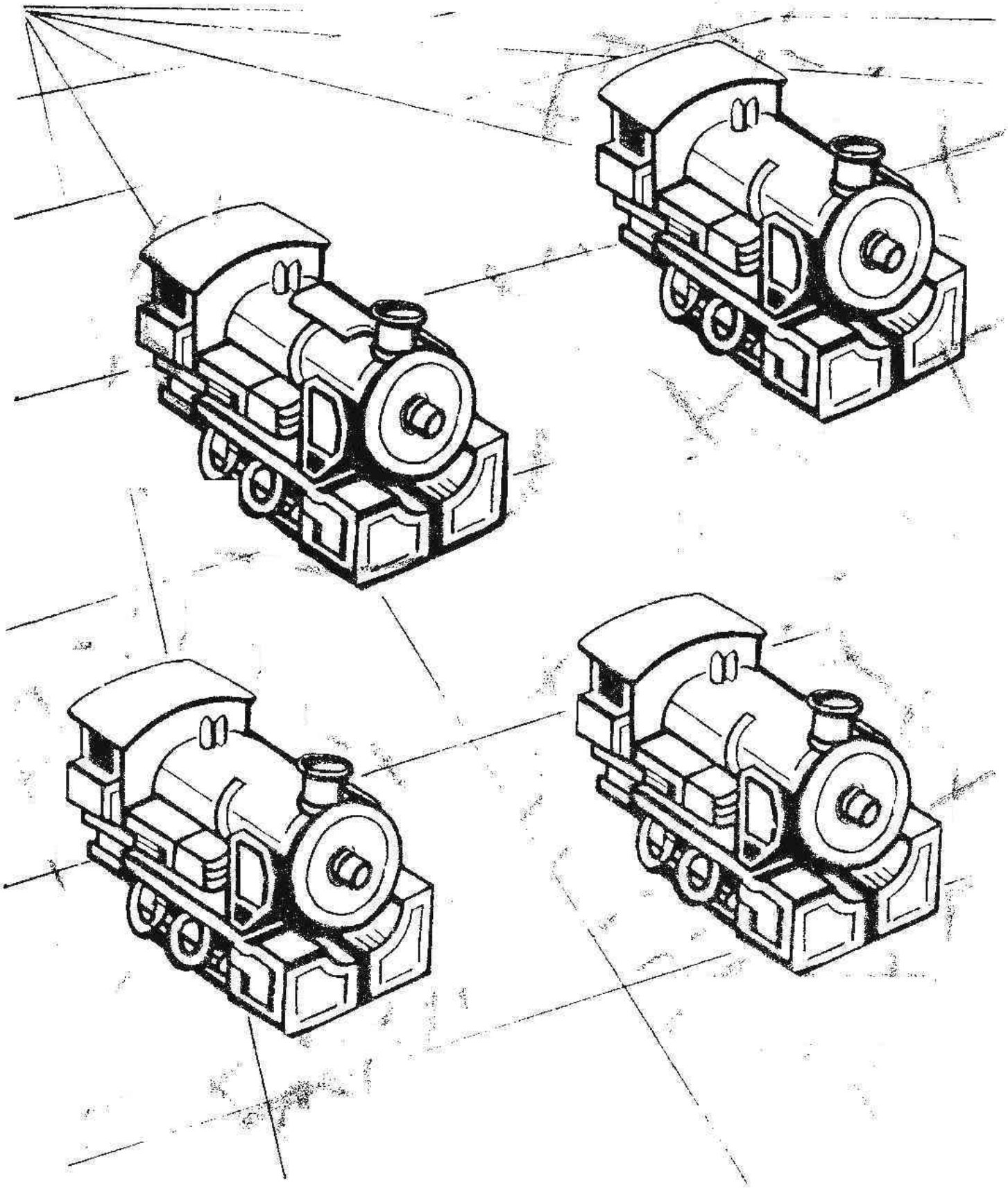


Draw what you think Psycho and Cop-Tur see.



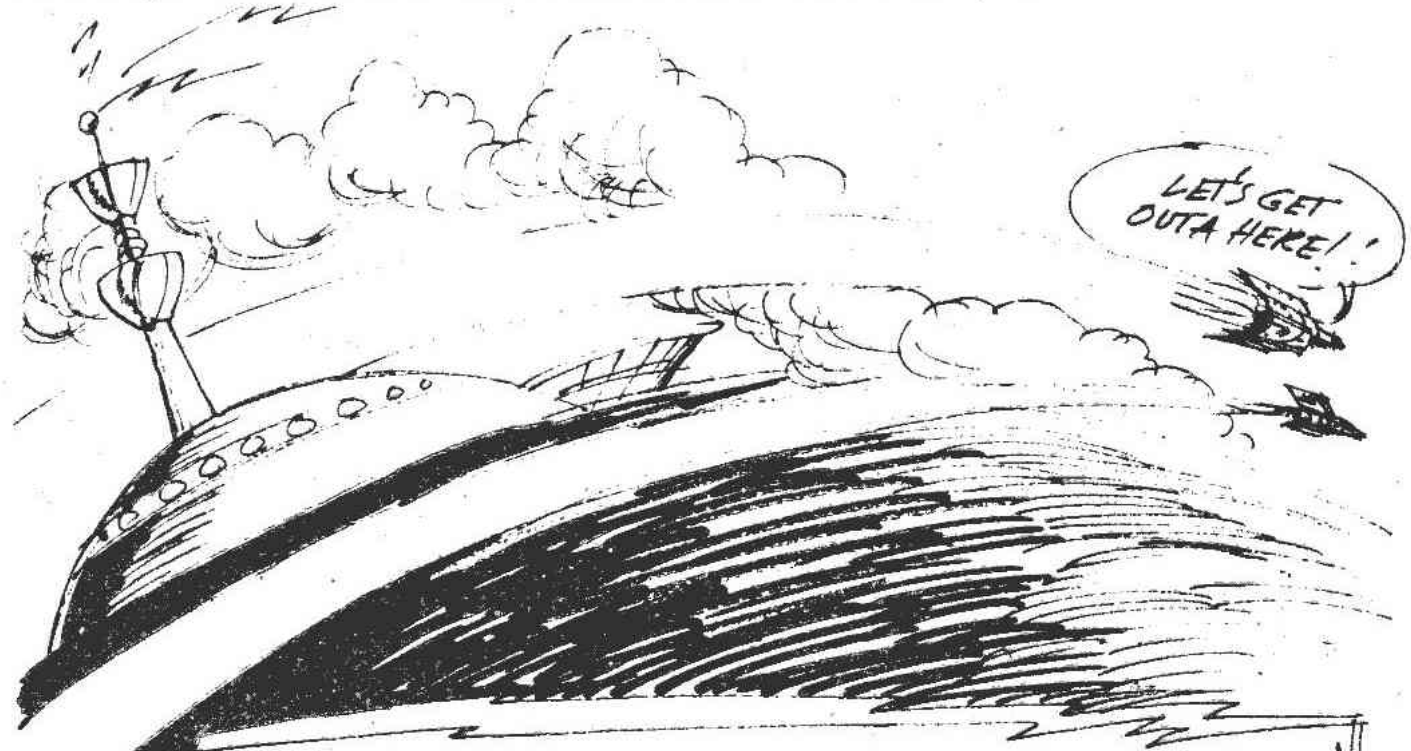
Where is Loco?

Loco is trying to hide so he won't be captured by the friendly GoBots. All of these engines look alike except Loco who looks slightly different. Which one is he?



In Search of the Enemy GoBots

The enemy GoBots were losing the battle and ran for cover. Read the directions below in order. They tell you how to get through the maze on the next page. Every time you pass a letter, put it in order on the spaces at the bottom of the page. When you finish, read the hidden message. The first two letters have been done for you.



Walk straight towards CYKILL.

Turn left and go towards GOBOT CITY.

Turn right and follow the road past ZOD.

Then turn right and walk past CYKILL.

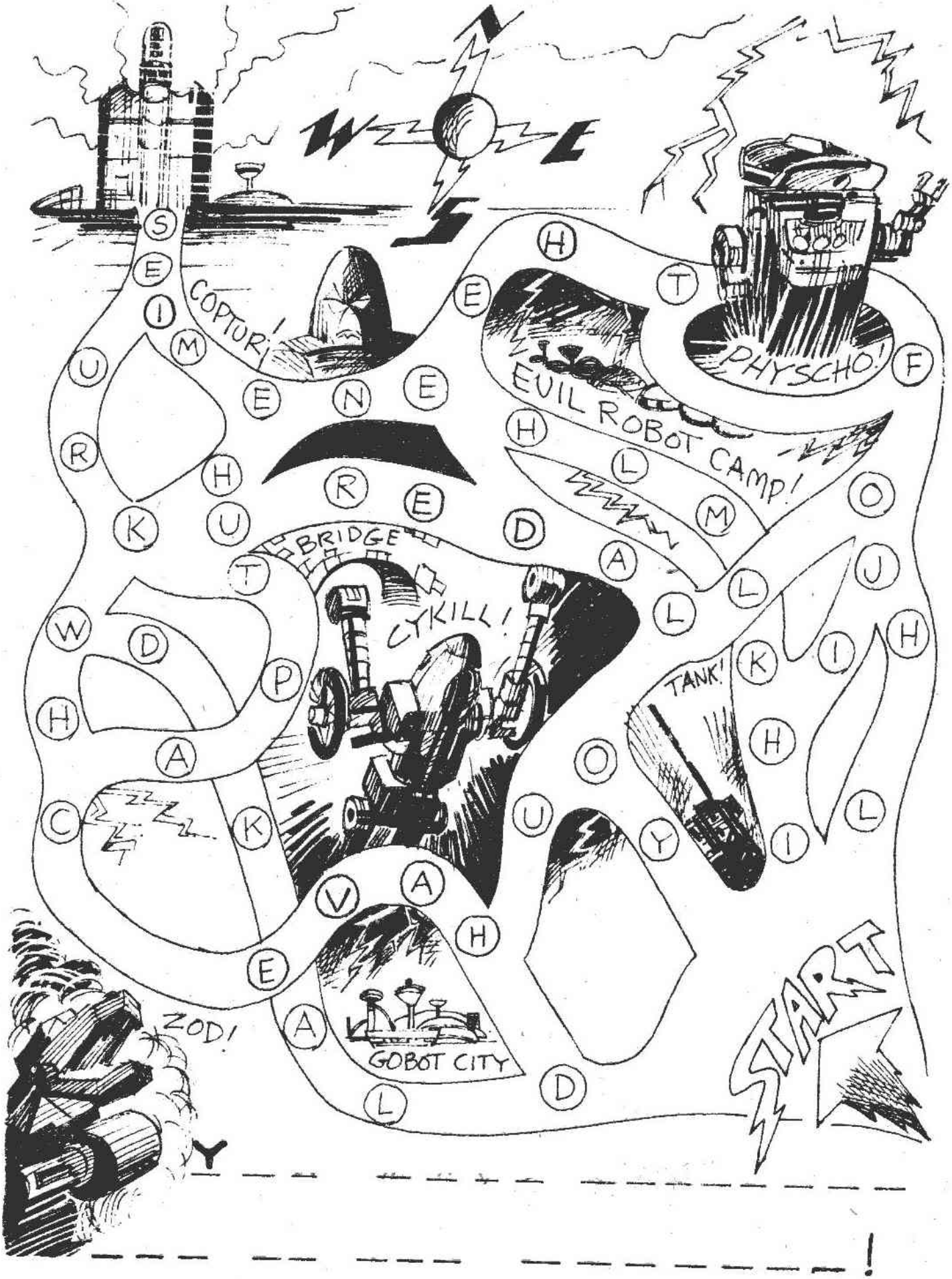
Turn right again and follow the bridge all the way to TANK.

Now, walk towards PHYSCHO!

Go around him, past COPTUR and into the COMMAND CENTER.

Read the message!

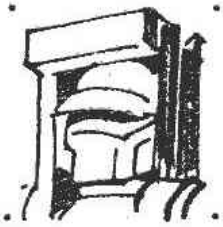
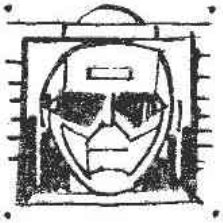
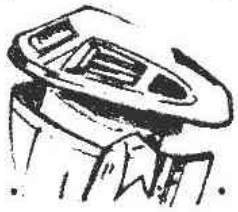
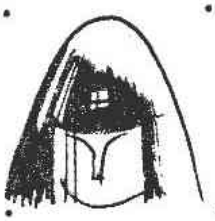
ANSWER: You have captured all of the enemies!

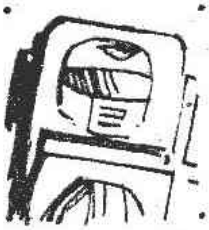

COPTUR!
PHYSCHO!
EVIL ROBOT CAMP!
BRIDGE
CYKILL!
TANK!
ZOD!
GOBOT CITY
START

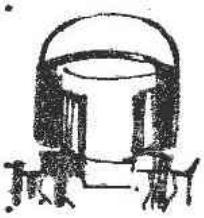
Y _ _ _

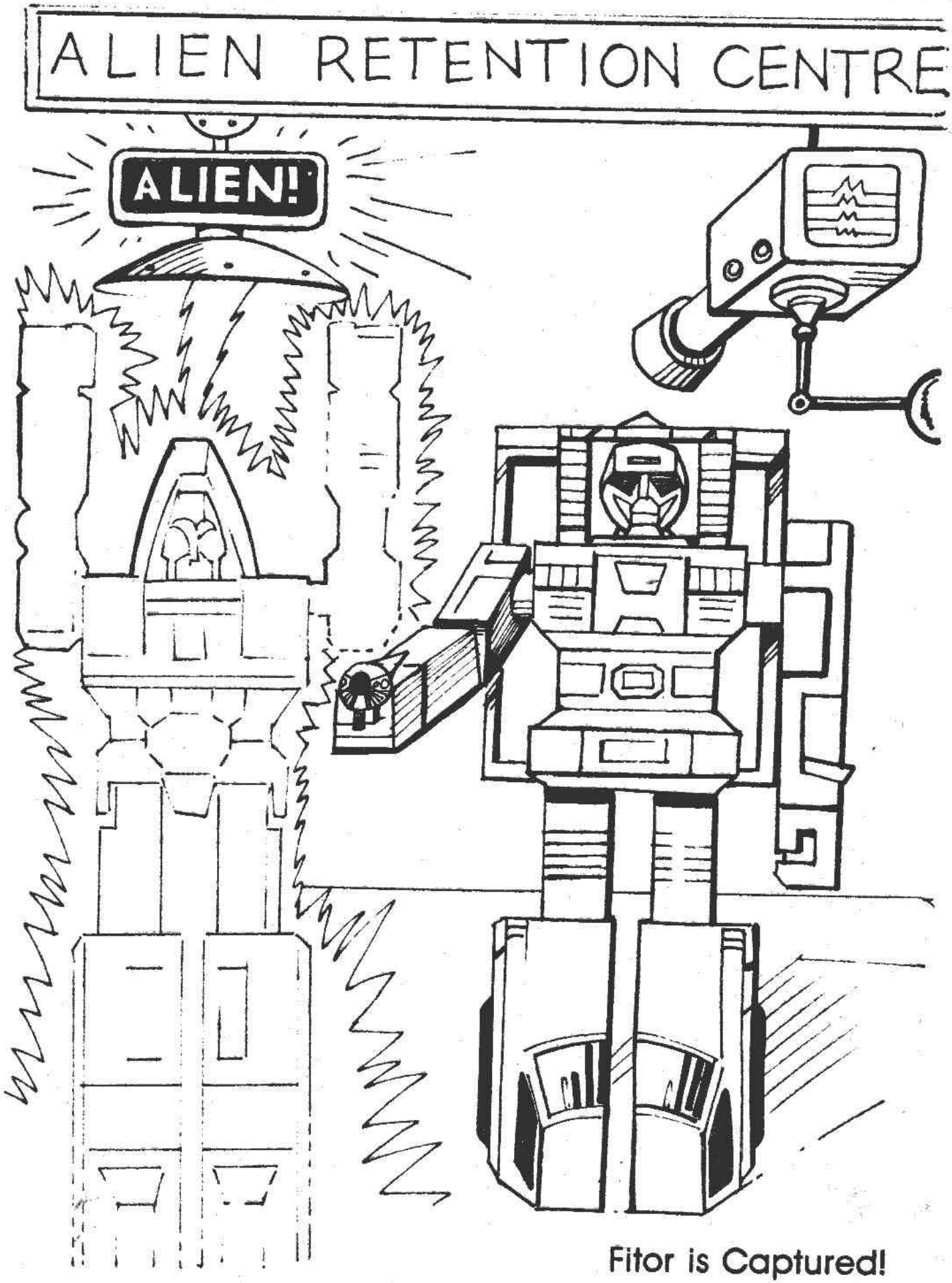
Friendly GoBot Rescue

Some of the friendly GoBots have been captured, but by playing this game you can rescue them. Any number of players can play. Players take turns drawing a straight line between two dots. As each player completes a square, he or she puts his or her initials in the square to claim it. Each square with a GoBot gives a player 2 points. An empty square loses 1 point. When all of the squares are completed, the player with the highest score wins.

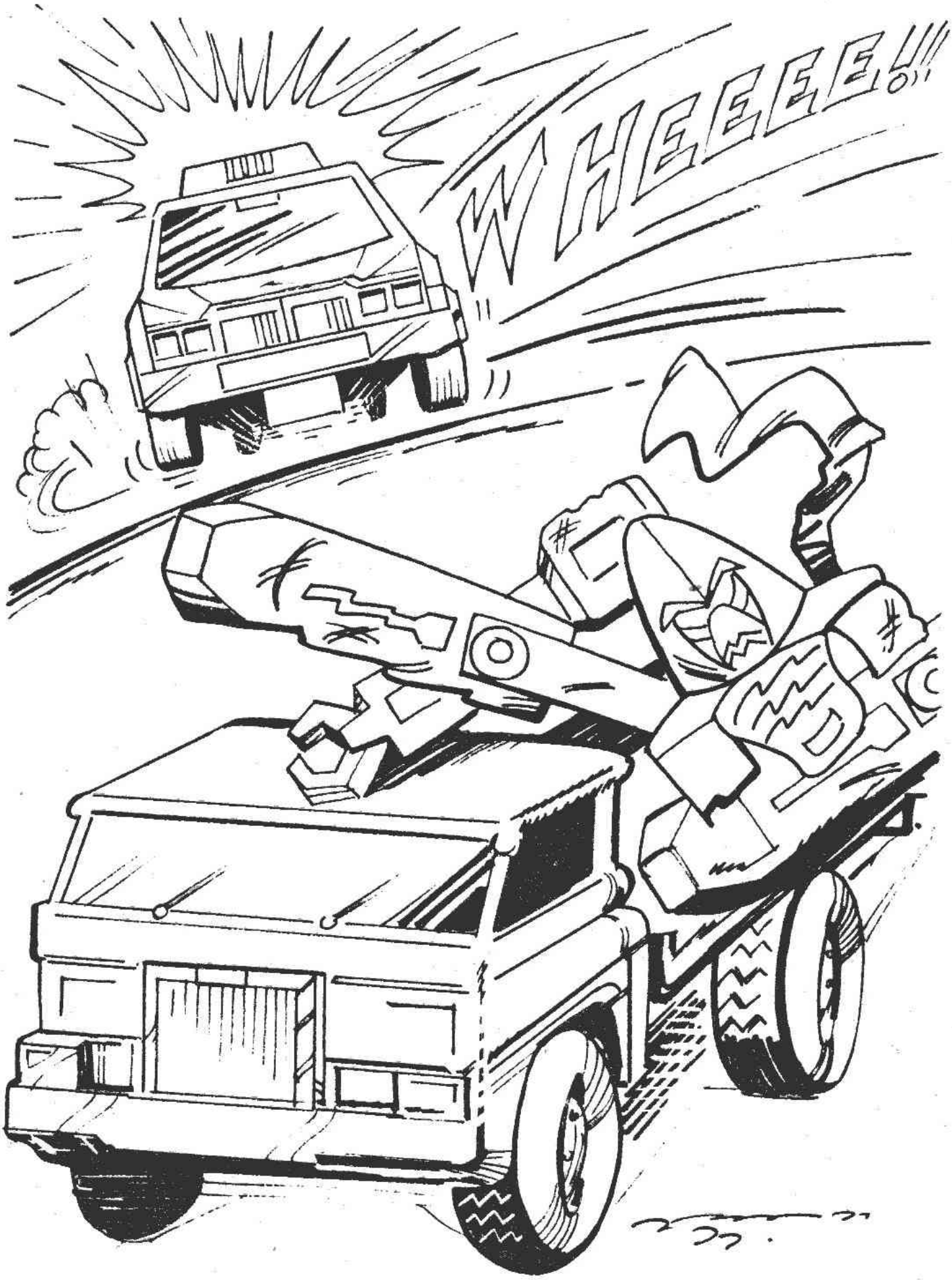







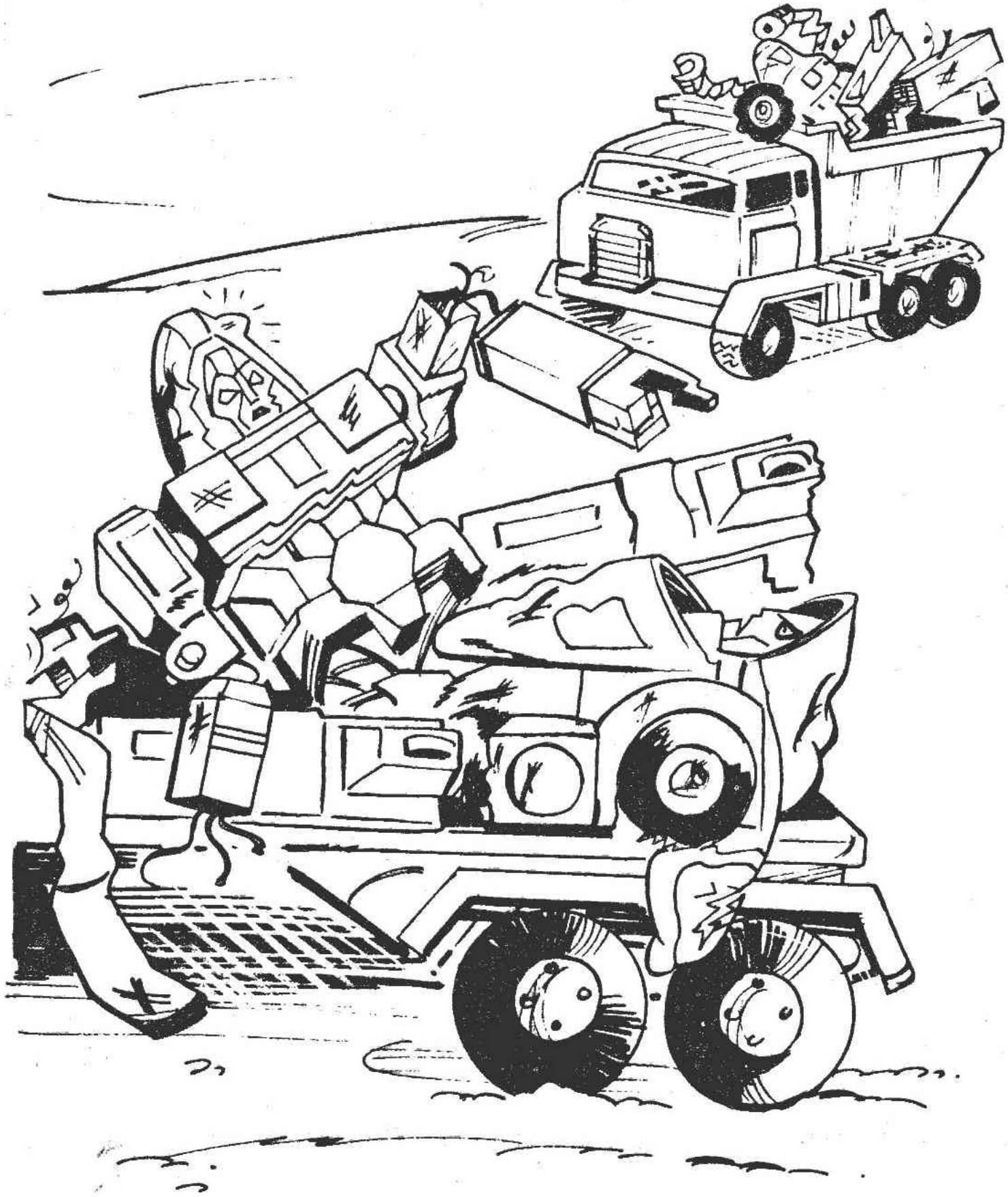




Fitor is Captured!


WHEEEE!!!

The Battle Has Ended



Puzzling GoBots

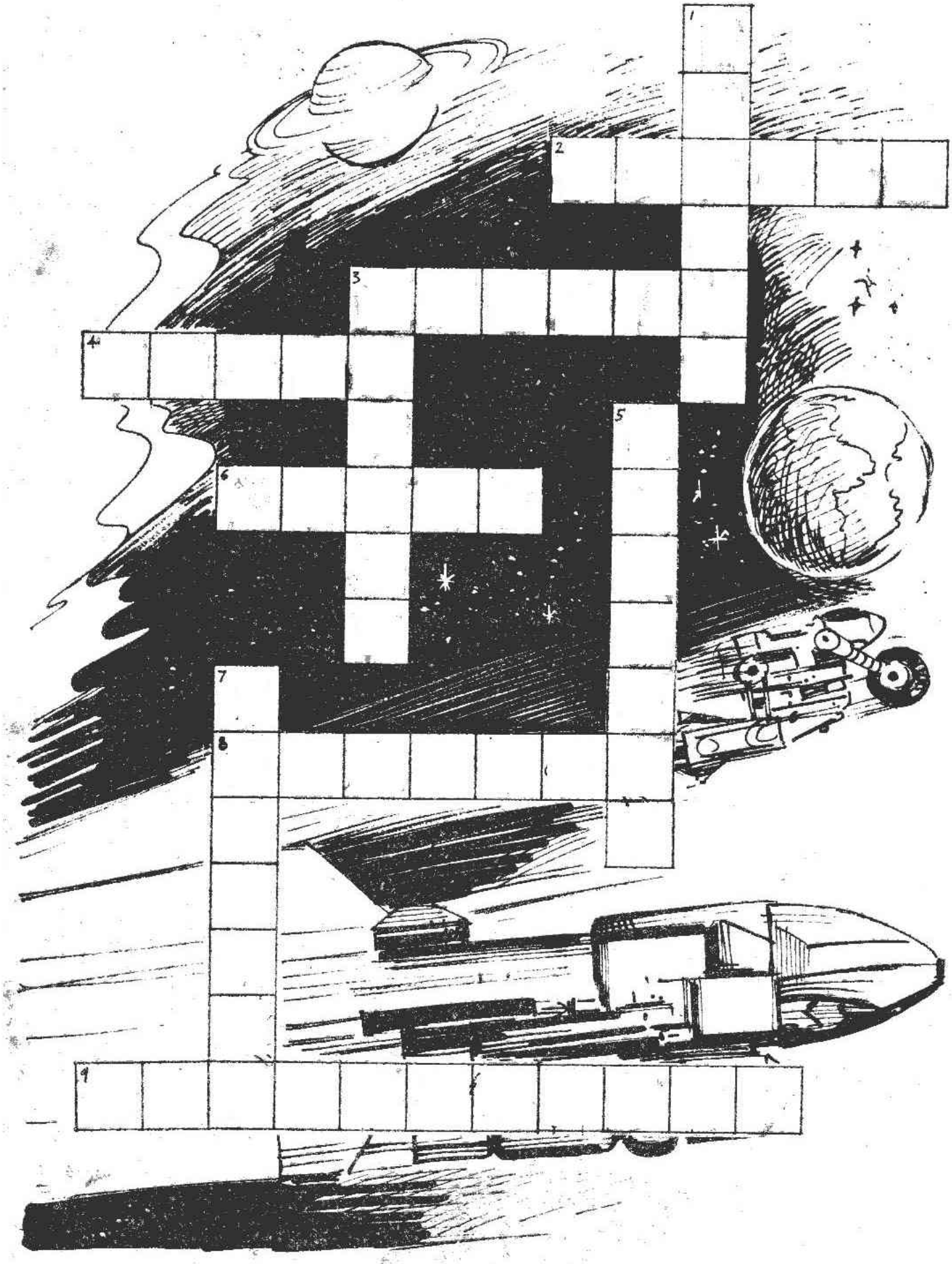
Down:

1. He is a friendly GoBot British jet.
3. This enemy GoBot can turn himself into a helicopter.
5. He is the leader of the friendly GoBots.
7. He isn't a motorcycle, he's a motor _ _ _ _ _ _ _!

Across:

2. This enemy GoBot showcar is crazy and unpredictable.
3. He is the leader of the enemy GoBots.
4. This friendly GoBot racer loves to race against Crasher.
6. This enemy GoBot jet could fly the enemy Gobots to earth.
8. This enemy GoBot racer races against Turbo.
9. This friendly GoBot sportscar is a Baron.

Answers: DOWN: 1. Royal T 3. Cop-Tur 5. Leader-1 7. Scooter
ACROSS: 2. Psycho 3. Cy-Kill 4. Turbo 6. Fitor 8. Crasher 9. Baron von Joy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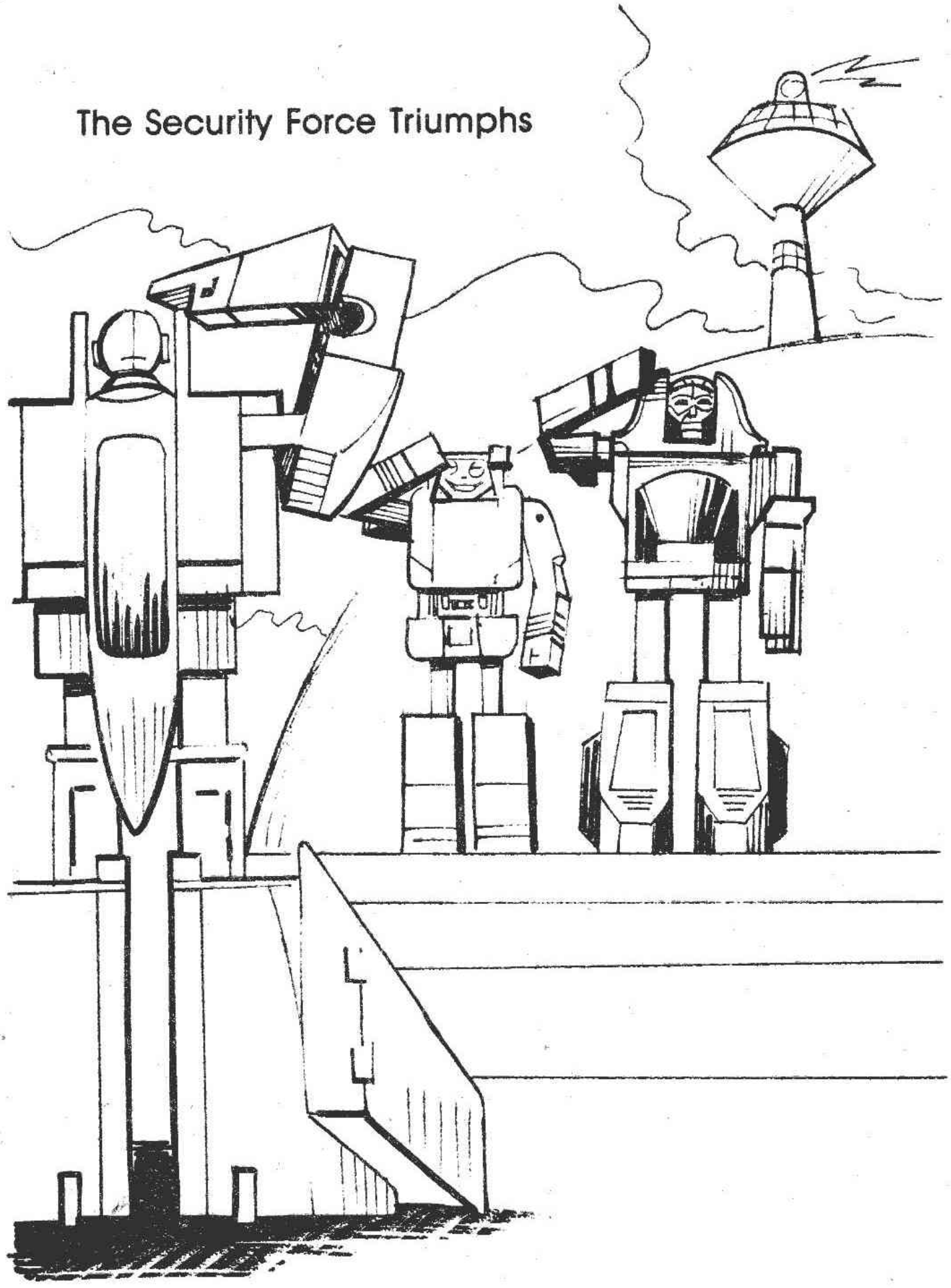
The Command Center Returns to GoBotron

The Security Force Triumphs



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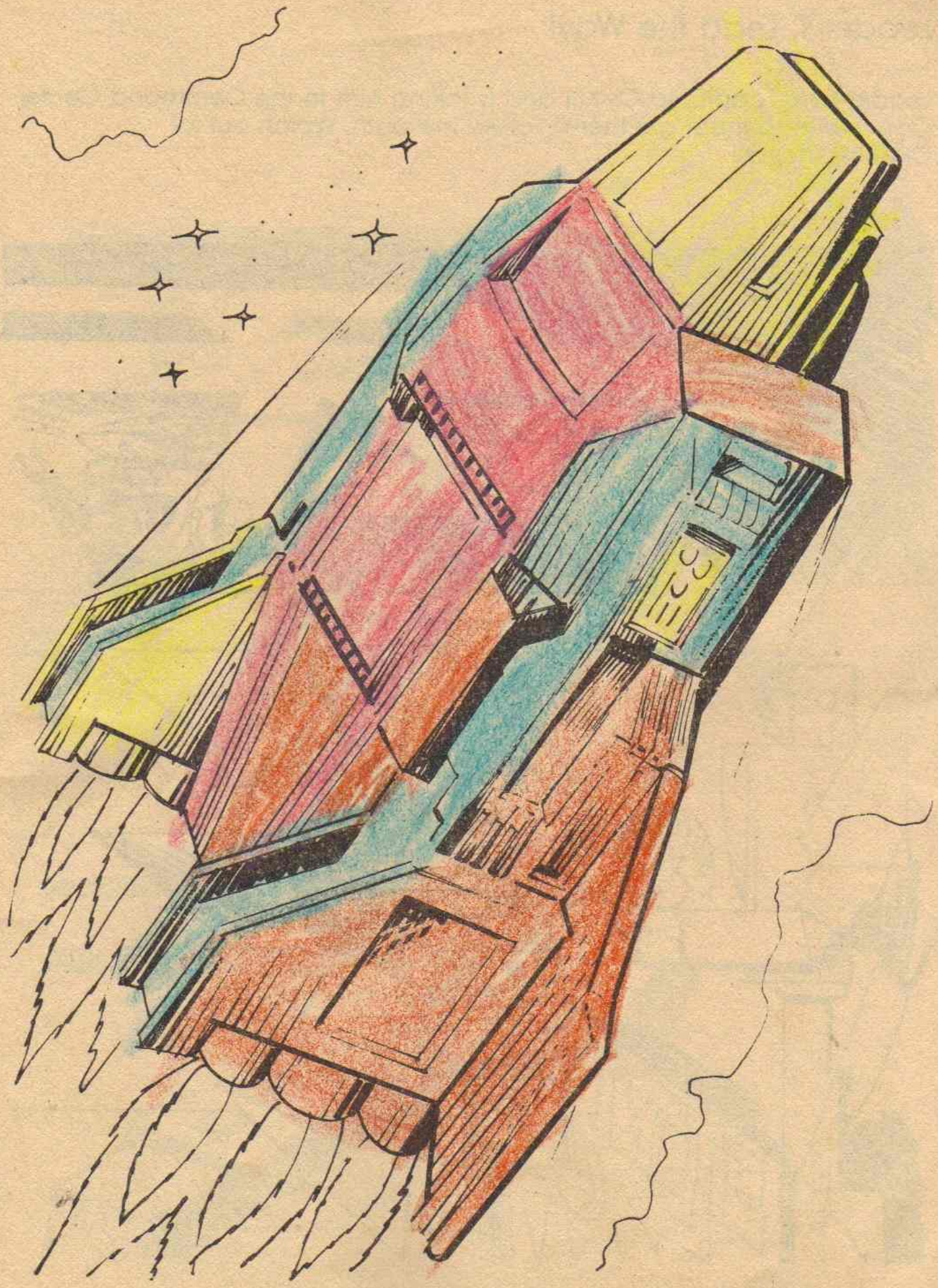
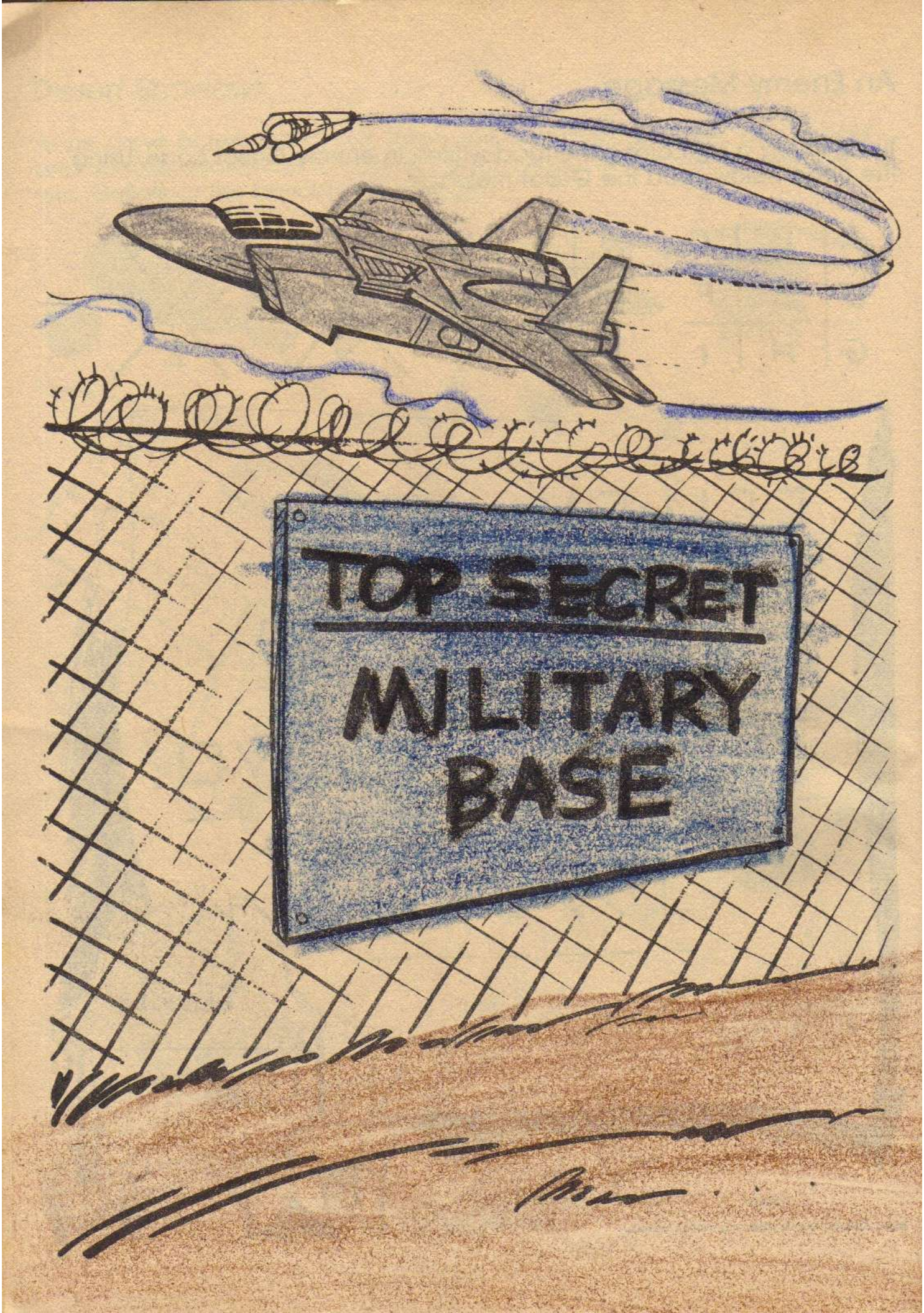
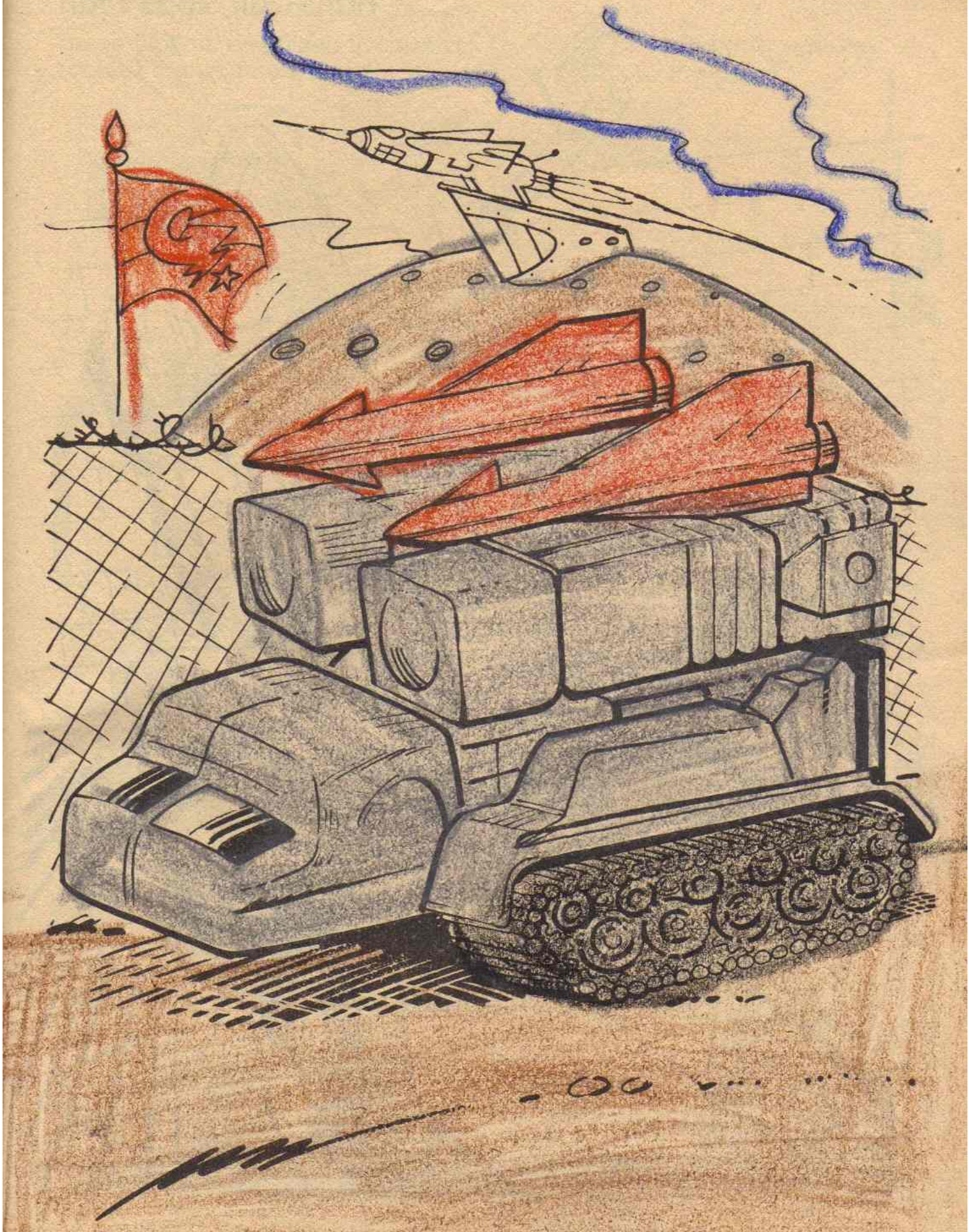
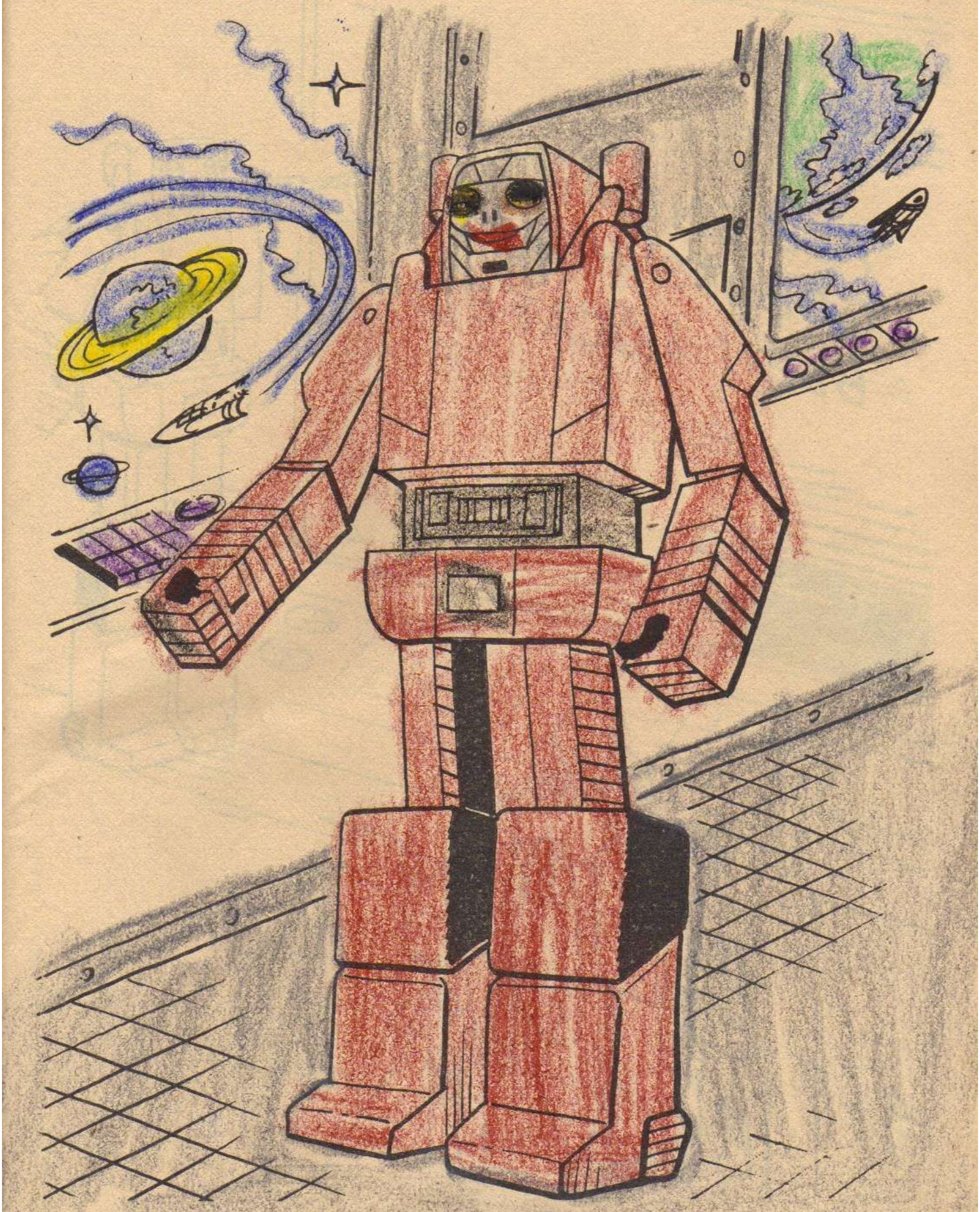
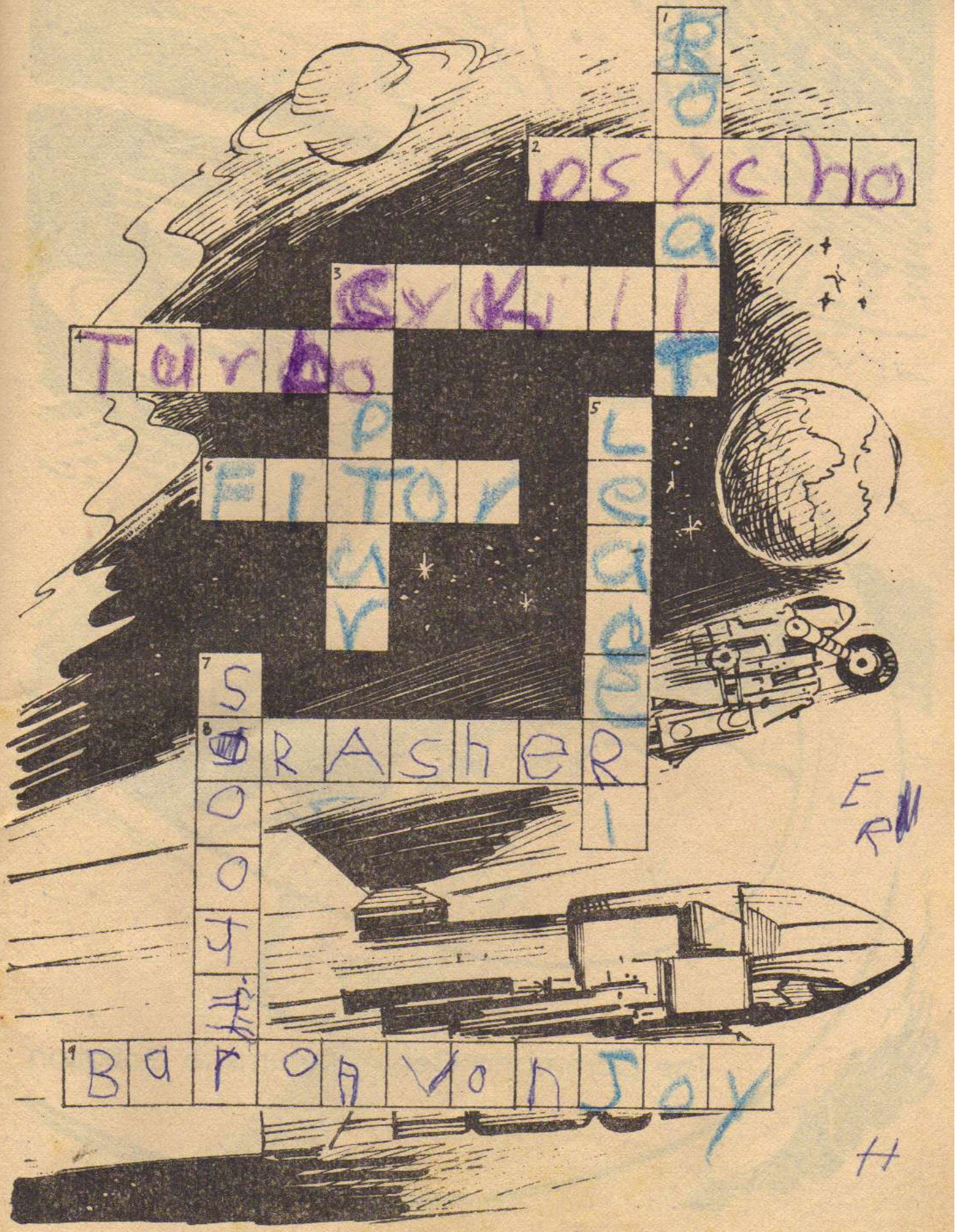



TOP SECRET
MILITARY
BASE



Scooter mans the Command Center




1 R O
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4 Turbo
5 Leage
6 FITOR
CAR
7 S
8 RASHER
O
O
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9 BARONVONJOY